

# FALLS OF MONTEZUMA

A Battle History of the  
United States Marine Corps



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# Run 5

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## PART ONE

# THE GAME ROUTINES

### 1. INTRODUCTION

*Halls of Montezuma* is a battle history of the United States Marine Corps, tracing its history from the Mexican War to Vietnam. It uses the *Battlefront Game System* with a number of enhancements to illustrate various battles from Marine Corps history. Each scenario is accompanied by a historical article and player's notes. *Halls of Montezuma* uses SSG's wargame construction set *WARPLAN™* and the revolutionary icon editor *WARPAINT™*.

Part One of this manual, *The Game Routines*, contains an introductory tutorial and explains all you need to know to play the game. Part Two, *Scenario Notes*, contains extensive historical articles as well as comprehensive Player's Notes. Part Three, *The Design Routines*, explains how to use the construction and graphics kits.

*Halls of Montezuma* uses the Battlefront Game System, with a number of enhancements. Owners of *Battlefront* or *Battles in Normandy* will be able to play the game immediately and to use all previous scenarios. There are a number of additions in the design options and all differences are noted in Section Seven of *The Design Routines*.

The complete package consists of an album, a map, 2 menu cards, a floppy disk, this player's manual and a strip of disk labels.

If this isn't the case, let us know about missing components, or return defective ones, and we'll replace them immediately. If you live in North America, send defective components to our US Office; if you live elsewhere, send them to our Australian Office.

Furthermore, if you have any questions relating to the play of the game, please address them to our Australian Office, regardless of where you live.

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## 2. HOW THE GAME PLAYS

Before asking you to go through the introductory tutorial, we recommend you read this chapter.

A game of *Halls of Montezuma* goes something like this.

Choose the scenario you wish to play. Experienced players may wish to vary an existing scenario or to create an entirely new one.

Select a normal or enhanced game. Enhanced games give random but powerful benefits to any computer player. Choose a handicap level for the game. Handicap levels act as a multiplier on the points accumulated by either player. Unlike Enhancement, they do *not* affect the artificial intelligence or the combat performance of the protagonists.

Choose sides i.e. whether the game will be played between two humans, one human (either as the Axis or Allied player) or no humans. Note the <OBSERVE> mode is a very useful tool for historical analysis and for testing original scenarios. You may also edit the names of the opposing commanders at this stage.

The game is now ready to play.

Each scenario lasts for a set number of turns; up to 99. There are four turns to each day (am, noon, pm and nite) so that the maximum length of a scenario is 25 days.

The military forces at your command are battalion size units. These are your basic fighting men. They are organized into larger formations to reflect a proper military hierarchy. A regiment can have up to four component battalions. A division can have up to four component regiments as well as up to four independent battalions. These independent battalions can be temporarily attached to any of the division's regiments.

Finally, each player can have under his command up to three divisions, for a total of 60 battalions. This is the corps formation that you are commanding. There are fourteen different types of battalions ranging from infantry, armour and artillery types to airborne, engineer, anti-air and anti-tank, assault gun and tank destroyer.

The battlefield on which you fight is a field of hexagons up to 39 across and 28 down. The ground scale is approximately 1 km (0.63 miles) per hex. Different types of terrain are represented by different terrain icons. Roads and cities are shown. Places of special significance are designated as objective hexes, and victory points are awarded for control of these at different times in the game.

It is your job as a Corps Commander to use this time, these forces and these conditions to capture and hold as many of your objectives as you can, to destroy as many of the enemy battalions as you can get your hands on and, of course, to prevent your opponent from doing this to you. The player who has scored the most number of points by the end of the game is the winner.

Your interface with the game is a structured set of menus which really do become very easy to use.

These menus give you the power to manoeuvre and deploy your battalions, to send them into battle and to refit and re-organize them when necessary. Although each individual fighting unit is a battalion, battalions are grouped together to receive and carry out orders as regiments. Remember, each regiment consists of up to four battalions and can have a further four battalions attached to it. As corps commander you issue a general order to each regiment. Every battalion attached to that regiment will then execute the order.

Only one battalion can occupy a hex at the end of a turn. This does not prevent them moving through each other when executing your orders.

It is vital to realize the command separation between you and a battalion. From your lofty height in the chain of command, you have little direct control over the location of individual battalions. They will position themselves in order to best carry out your orders.

You can examine a variety of reports which will provide the information to base your decisions on.

Air strikes and naval bombardments are represented by a variable amount of support points. These can be allocated to help out any regiment.

All orders are issued before any action takes place. Combat between opposing forces is resolved and described by a short report. Other orders are then executed.

Each scenario is accompanied by a short briefing which will give you some idea of what must be accomplished in order to win.

On average you can expect a scenario of ten days length to take 90 minutes to finish in solitaire mode; a little longer if your opponent is human.

## 3. YOUR FIRST BATTLE

It is the 13th of September 1847. Ten thousand men under General Winfield Scott are about to assault Mexico City. Not too many Marines are present but they don't intend to let this stop them. You will have to display similar dash to win this battle.

Your task in this scenario is to crush resistance at Chapultepec, move swiftly along both causeways to capture the gates to the city and then strike for the Halls of the Montezumas. Following these tutorial instructions will get you started.

As well as this rulebook, you'll need to have the game map in front of you and to have located the appropriate area for the Mexico City scenario. Use the start/game menu card appropriate for your computer.



## Starting Up

Start up your computer using the procedure given on the start side of the menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it.

If you select the wrong menu, don't worry. Type (ESC/I1) to go back to the previous menu.

Hit the right arrow key a few times. Now hit the left arrow key and you'll see the cursor moves in the opposite direction. Every menu works the same way.

## Selecting the Mexico City Scenario

Before we can start play, we have to select the Mexico City scenario, tell the computer that we will control the Allied forces and decide whether we wish to use a handicap.

Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select).

Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu).

Use an arrow key to locate the <MEXICO CITY> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window.

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu N (Enhanced Opponent). We must now decide whether to play an enhanced computer opponent. Since we are just starting out, this probably isn't a good idea. Locate the <NORMAL> line and type (RET) to go to Menu F (Handicap Utility). Since this is only a tutorial, we will give ourselves a break. The handicaps below the <NO EFFECT> line benefit the Allies; those above benefit the Axis.

Use an arrow key to locate the <MAJOR> Allied line and type (RET) to go to Menu G (Player Select). Locate the <ALLIED> line and type (RET). The cursor has been thrown into the briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Have a last look at the briefing screen and you'll see the Allies have a major handicap advantage, the Axis forces will be run by the computer and the Allied forces will be run by human hands.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master).

That's the preliminaries over with. We're just about ready to play.

Turn your menu card over to the game side.

The accompanying illustrations identify the various icons which represent the battalions on the screen throughout the game.

## The First Turn

Back to Menu H. A current turn briefing appears to the left of the menu window. This scenario starts on the a.m. turn and it is turn 1 of 15. Subsequent lines tell you the time of day and the date, the atmospheric weather and the expected weather forecast. The weather looks fine.

The <AXIS> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <ALLIES> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <AXIS> line will always be overprinted during the game. The computer does not want you to see what it is doing!

Locate the <ALLIES> line and type (RET). This brings you Menu 1 (Daylight Operations). Your choices here are <ORDERS>, <REPORTS> or <RESIGN> (unthinkable).

The screen will be showing some undistinguished part of Mexico. Below the map is a summary of your corps identity and the victory points you have accumulated to date.

## Reviewing Your Forces

Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces.

Select the <REPORTS> line to go to Menu 4 (General Reports). This is just a branch menu. Select the <STATUS> line to go to Menu 5 (Unit Status).

The name of each of your divisions appears beside its I.D. code in the menu window. You have three divisions under your command. Select the <DIV 1> line to display Gideon Pillow's division. This screen displays the status of an entire division at a time. There are three regiments all of which are on the board at the start of the scenario. The battalion at the top of the screen will not arrive until turn 2.

The status screen is quite useful and should be consulted about once a day to get an overview of the condition of your troops.

Type (ESC/I1) to return to Menu 5 and examine your other two divisions. These are not as large having only three regiments between them. Type (ESC/I1) until you return to Menu 4. Select the <OBJECTIVE> line to obtain Menu 6 (Examine Friendly Objective). The cursor will rest on your final objective, the Halls of



## SPECIFIC BATTALION ICONS

(VISIBLE ONLY TO CONTROLLING PLAYER)

	LEG INFANTRY		ENGINEER
	MOTORIZED INFANTRY		ANTI-AIR
	MECHANIZED INFANTRY		ANTI-TANK
	PARACHUTE		TANK DESTROYER
	HEAVY WEAPONS		ARMOUR
	CAVALRY		ASSAULT GUN
	RECONNAISSANCE		ARTILLERY
	DIVISION HQ		DIV HQ (AX/AL)

## GENERAL BATTALION ICONS

(VISIBLE TO BOTH PLAYERS)

	ALLIED INFANTRY		AXIS INFANTRY
	ALLIED ARMOUR		AXIS ARMOUR
	ALLIED ARTILLERY		AXIS ARTILLERY
	ALLIED ROUTED		AXIS ROUTED
	PARACHUTE MODE		AMPHIBIOUS MODE

## A NOTE ON MONITORS AND SOUND

If you are using a black and white monitor, type

Ctrl(B) to enter monochrome mode.

If you don't wish to listen to the sound effects, type

Ctrl(S) to turn them off.

Repeat the keystroke to reverse the effect.

Montezuma. The text summarizes the turns for which Victory Points are received, the number of VPs per turn, and any VPs awarded for control at the end of the game. The icons show that objective at this time is on Urban terrain, Axis controlled and a city hex.

The arrow keys will cycle through all of your objective hexes. Use them now to look at all of your objectives to gain an idea of your overall requirements for winning the game. There are only three other objectives. Check this screen often as the game progresses to make sure you are on track.

Consider the display in the bottom right of the screen. The solid area is the overall map size. The smaller white box represents the location of the hexes currently on the screen. As you move the cursor to different parts of the map, the small box will move to show the relative location of the current screen against the overall map.

Type (ESC/f1) to return to Menu 4. The left of the screen lists the divisional objectives for each division if any are current. We can see that the 1st division's objective is the San Cosme Gate at the top of the map and the 2nd is after the Belen Gate in the middle. It is a good idea to co-operate with these objectives so we will issue our orders accordingly.

## Issuing Orders

Type (ESC/f1) to bring up Menu 1 and select the <ORDERS> line to bring up Menu 8. Select the <DIV1> line to bring up Menu 9 and then select <REG ORDER> to bring up Menu 13. We have three regiments to give our orders to.

Select <REG1>. The flashing cursor indicates that the regiment is in the <ENGAGED> state. This fact determines what sort of orders we can give. The component battalions of the regiment have been highlighted and their target is indicated by the target marker. Select the <OB> line. The arrow keys will cycle the cursor through the component battalions of the regiment. We can see that we have four battalions of veteran infantry and one artillery battalion. All are sitting on the wetland terrain type.

The <OB> line is always available from this menu. Use it to keep up with the location and condition of the battalions in each regiment as we go through them.

Type (ESC/f1) to return to Menu 14 and select the <ENGAGED> line to bring up Menu 18. This is the menu with the actual orders for a regiment in the <ENGAGED> state. We won't waste time, so select <ATTACK> to bring up Menu 19. This lists the attack options available to us.

The options are <PROBE>, <PREPARE>, <ASSAULT> and <EXPLOIT>. Select <PROBE> and you will be returned to Menu 14. Type (ESC/f1) to go to Menu 13. REG 2 has deploy orders in the rear. We will leave it in reserve. Select <REG 3> and give this regiment a <PROBE> order as well.

Type (ESC/f1) until you return to Menu 9 (Division Select) and select <DIV 2>.



Use the same menus to give attack menus to the two regiments in this division but issue them with <PREPARE> orders. Then find Menu 9 and select the <XX ASSETS> line to get Menu 11 (Assign XX Assets). The divisional assets are four special battalions which can be attached to any regiment. They often contain the artillery, which allows it to be switched to the regiment needing it the most.

Use the arrow keys to cycle through your assets. You will have an engineer battalion, the marine battalion and two battalions of artillery both of which are assigned to REG 1. This hardly seems fair. Highlight the siege artillery and hit (RET). You can now assign the chosen battalion to a regiment or place it in reserve. Select <REGIMENT> and then <REG2>. The asset is now attached to REG 2. You should check your assets for each division every turn, and assign them, especially artillery, to the regiments which require them.

The third division has no movement points and not much of a job. They must stay where they are, but the Mexicans will probably come visiting anyway.

### The First Turn Reviewed

We have issued probe orders to REG 1 and REG 3 of DIV 1, and prepare orders to REG 1 and REG 2 of DIV 2. We have examined all the troops in our command and switched a divisional asset in DIV 2. Now it's time to fight.

### The Computer's Role

Type (ESC/F1) until you return to Menu H, the Master Game Menu. If you think all is ready select <RUN 5>. Combat and movement will then occur. The Mexicans will not attack you on this first turn, so you will get a combat report from each of your attacks. Hit the space bar to continue after each report. After the first turn is finished you will be returned to Menu H.

### The Game Plan

War being what it is, it is not exactly possible to tell what will have happened by now. The defenders of Chapultepec may have routed or they may still be there. If they are, use the <ASSAULT> order for both of the regiments in DIV 2. This will certainly finish them off. If they have already retired from the field there will not be a shortage of replacements which will stream out from Mexico City along the causeway on the first turn. DIV 2 has the task of removing these obstacles and capturing the Belen Gate. Keep pushing forward. Use <PROBE> to concentrate your men, if you are only in <CONTACT>, and then <PREPARE> followed by <ASSAULT> when you are engaged with the enemy.

DIV 1 must lend a hand on the first day, to clear Chapultepec and the road junction it commands. Sometime on the second day you should have pushed the

Mexicans back far enough to allow you to swing north and take the San Cosme gate. To do this you will have to be in the <READY> state i.e. not in <CONTACT> or <ENGAGED>. Use <RESERVE> if you have to, to withdraw from contact. Don't do this until the Mexicans are at least four hexes from the road junction otherwise you will just get caught up in the fighting. Once you have taken San Cosme Gate, press on to the Halls of Montezuma.

DIV 3 has an unenviable job. Unable to move, all you can do is fight any Mexicans who come your way. Conserve your efforts and you should outlast your attackers, who should soon have other problems.

### Tactics

Some brief points to help you on your way. Your men are superior to the Mexicans and should win any contest of arms. Don't get carried away and assault more than once a day, especially with DIV 2 and DIV 3. Too frequent assaults result in exhausted men, so watch your supply and fatigue status.

Through bureaucratic inertia, nobody in the War Department has got around to inventing aeroplanes, so there are no OBS points in this scenario. These are critical in both attack and defense in those scenarios which have them. They are allocated under the <SUPPORT> line from Menu 9 (Division Order) and their correct use can make all the difference in a scenario.

## 4. THE TYPES OF GAME MENUS

The order menus which drive the game can be divided into four types.

- (a) **Branch Menu** - These menus signpost the route to other menus [1,2,4,8,9,13,14]. Note that most of them also provide some information.
- (b) **Information Menu** - These menus provide specific information on the various forces and functions in the game [5,6,7,15].
- (c) **Action Menu** - These menus are the centre of the game system. All of the orders used in the game are given through them [10,11,12,16,17,18,19].
- (d) **Single Function Menu** - [3].

## 5. THE GAME MENUS DESCRIBED

### Menu H (Game Master)

This screen always appears at the beginning of each turn. It is common to both players. It is the first screen you will see after completing the scenario selection



details and selecting <START>. You are told the turn number, the time of day and date, the atmospheric weather for this turn and the weather forecast. In a two (human) player game you will be able to select either <AXIS> or <ALLIED>.

In a one (human) player game a solid bar will be overprinted across the side controlled by the computer.

The arrow keys will not access a line overprinted with a solid bar.

<RUN 5> is the key which activates the turn. Do not select it until all players have issued their orders.

In daylight turns, the <RUN 5> line will be overprinted with a solid bar until all players have accessed at least Menu 1.

In night turns, there is no insurance on the <RUN 5> line since it is usual (and advisable) to let your men get some sleep.

The <DISK> line can be accessed at any time and is the means by which the 'save game' routines are utilized. Please see Menu 3 (Save Game Utility) for full details of these routines.



## Menu 1 (Daylight Operations)

This is a branch menu. The information which appears to the left of the menu window displays your nationality, parent unit formation, the commander's name and the number of victory points accumulated by your side to date.

You should decide whether you want to look at the available information before giving your orders.

If you select <REPORTS> you will be given access to three categories of information. Menus 5-7 will give you all the details.

If you select <ORDERS> you will be given access to the decision making (or action) menus of the game. Menus 8-19 will give you all the details.

We recommend that you make use of the <REPORTS> menu every turn and then issue your orders. It is particularly important to keep an eye on your reports while you are becoming familiar with the game. A list of the things you should keep an eye on is included in the description of each report menu. The most important are the percentage losses of your combat units and their level of fatigue.

The <RESIGN> option is for use when, for whatever reason, there is no point in continuing the game. The game will stop and the end of game screen will be printed; i.e. the current victory point status will be displayed. You will be prompted to avoid accidental resignations.

## Menu 2 (Night Operations)

This menu appears in place of Menu 1 (Daylight Operations) on night turns. You will recall from Chapter 3 (How the Game Plays) that each day is divided into 4 turns; am, noon, pm and night.

In most circumstances you will want to rest your men at night. The <REPORTS> line is available for selection as usual. However, to issue orders you will first have to select <ACTIVATE>, which will then display the <ORDERS> line. This additional step has been included as a precaution against accidentally committing your forces at night.

All men on both sides will normally sleep at night unless specifically given an order. You may carry out all actions up to actually issuing an order without waking them up. Orders issued through Menus 16-18 will activate the regiment for the night. This is the only irreversible decision you can make except, of course, selecting <RUN 5>.

You should not attack at night unless you have very good reasons. See Section 9 (Tactics).



## Menu 3 (Save Game Utility)

This is a single function menu which allows you to load or save a game or to format a save game disk. Use the arrow keys to locate the <DISK> line on Menu H and type (RET). This brings up the save game utility screen which has three options, <LOAD>, <SAVE> and <FORMAT>.

To save a game, locate <SAVE> with the arrow keys and type (RET). If you have only one disk drive you will be asked to insert the appropriate disk and type (RET). You will then see a list of the games on the disk in the large catalog box at the top of the screen. Use the arrow keys to move the highlighted bar to the location in which you wish to save the game, and type (RET). The menu window now displays the <COMMENT> and <SAVE GAME> lines. Choosing <COMMENT> allows you to edit the boxes containing the name of the game and a three line synopsis, which are in the middle of the screen. When you are ready, locate the <SAVE GAME> line and type (RET).

The game will be saved to the highlighted location with whatever name you have chosen for it. Note that the catalog box displays the turn on which the game was saved. This is done automatically. Hitting the (ESC/F1) key will now return you to the game. One drive users will be prompted for the appropriate disk.

To load a game choose <LOAD>. One drive users will be asked for their scenario or save game disk. Use the arrow keys to move the highlighted bar to the desired game location and type (RET). The chosen game will be loaded. Hitting (ESC/F1) will now return you to the game.





To format a new save game disk choose <FORMAT>. A warning message will appear and you will be asked to insert the disk to be formatted. Hitting (RET) will completely erase any information that was on the disk and provide eight unused save game locations. Please exercise some care in choosing this option.

## Menu 4 (General Reports)

This is a branch menu that directs you to each of the three report menus. Use the arrow keys to select the required report and then type (RET).



## Menu 5 (Unit Status)

This is an information menu. Use the arrow keys to locate a particular friendly division (or formation) and type (RET). The map is replaced with a full screen text display of the current state of the chosen division. Consider fig 1.

This example shows the 4th Marine Division from the two Jima scenarios. It is a MARINE division. It is turn 7. The divisional HQ does not arrive until turn 9.

At the top of the screen are the displays for the division assets. There are 4 in this example; the 4a (ARMour), the 4b (INFantry) and 14d (ARTillery) battalions. They are assigned to the 3rd, 1st, 1st and 2nd regiments of the division. Unfortunately, the 4a and the 4th have been eliminated (Killed in Action). The 4b Bn has a fresh fatigue state. It has elite troops. It has taken no losses as yet. The 14d artillery unit will not arrive until turn 8.

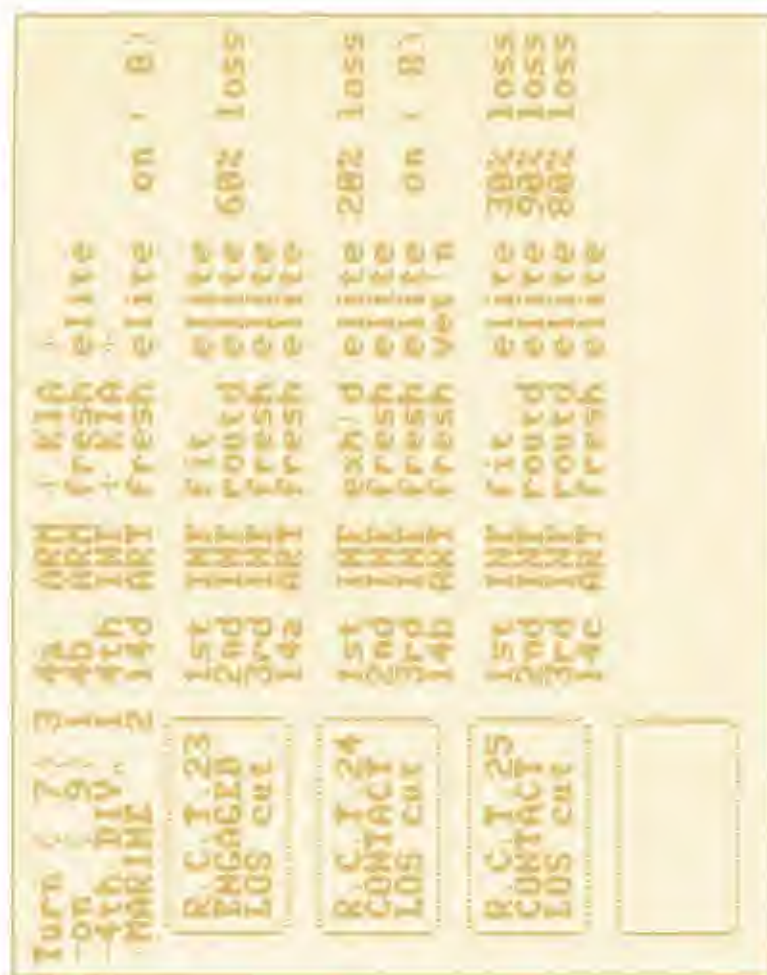
The remaining battalions in the division are grouped by regiment. The regimental I.D. appears inside a box on the left of the screen together with its combat state and supply state. Both of these concepts are explained in detail in subsequent menus.

Thus, the 23rd R.C.T. has 4 battalions: the 1st, 2nd, 3rd and 14a. Note that the 2nd has taken 60% losses and routed.

The value of this screen is that it will give you a concise summary of the condition of every battalion in a division on a single screen. It complements the information available on the <OB> lines of Menus 16-18.

## Menu 6 (Examine Objectives)

This is an information menu. Use the arrow keys to cycle through each friendly objective. Alternatively, you can type the name of a particular objective which you want to examine. A box will appear in the bottom left of the screen containing the name as you type it. When you have typed enough letters for the computer to



**Fig 1. Division Status Screen**

distinguish a unique name, the cursor will move to that objective and the information will be displayed. The information available on each is illustrated below.

Fig. 2 is an Allied report from the two Jima scenario. From this example we can see that the name of the objective is W Suribachi. Thirty victory points per turn can be earned from the control of this objective between turns 3 and 9 inclusive. A further 100 victory points can be earned for the control of this objective at the end of the game. Finally, the objective has not been held by the Allies so far in this game.

The middle section of the display shows the terrain type on the first line and the objective name on the third. The second line shows the terrain, control (Axis), and fort icons.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.





**Fig 2. Objective Details**

Knowing where your objectives are and their relative value to you in victory points will make it much easier for you to properly deploy your forces. Whenever possible, secure every objective within reach and be prepared to defend them for as long as possible.

Frequent checking of this menu will ensure, for example, that you don't defend a particular objective too long (i.e. past the expiry point for earning VPs). It will also keep you aware of when an objective needs to be secured in time to get the most VPs from it.

### **Menu 7 (Examine Map/Units)**

This is an information menu. You are given control of the cursor which may be moved at will around the map by the use of the 1-6 keys or the I,J,K,M keys. Friendly objectives are identified as flashing target symbols.

You can (and should) use this menu to get information on enemy units. It is also useful for examining terrain, especially in active portions of the map, and as another source of information on the condition of friendly units.

Position the cursor over an enemy unit.

In the lower left of the screen you will be told the type of enemy unit identified (either infantry, armour, artillery or divisional HQ), whether it is contacted or not and, if contacted, an indication of the size of the enemy unit. Type (0) to centre the screen on the cursor.

In the lower centre of the screen you will be told the type of terrain occupied by the enemy unit, and shown the icons for terrain, control, city or mine, and forts. If the hex is an objective its name will appear below the icons.

You may also position the cursor over a friendly unit. The information presented on the unit is in exactly the same format as the information available to you when you select Menu 15 (Examine Friendly Units). Please see that menu for full details.

If you position the cursor over an objective hex unoccupied by any units, you will get the same information on the objective as you received in Menu 6 (Examine Friendly Objective). Please see that menu for full details.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

Typing (RET) brings up a menu in the bottom right of the screen. There are three options which may be toggled on or off. <CONTROL> replaces all visible terrain icons with either the Axis or Allied control icon as appropriate. Hexes containing units do not display a control icon; in almost every case a hex occupied by a unit will be controlled by that unit. Fortifications and minefields may take some time to clear. When an enemy fort or minefield has been cleared the fort or mine symbol will disappear.

<ROADS> shows all roads and forts on the map not covered by a unit icon.

<CLEAR MAP> removes all unit icons from the map. These effects are cumulative. For instance, if <CLEAR MAP> is selected, all unit icons are removed. If <CONTROL> is then chosen, all hexes will be replaced with a control marker, since there are no unit icons showing.

### **Menu 8 (Division Select)**

This is primarily a branch menu for the selection of your divisions. To the left of the menu, the time of day and date are displayed. Underneath is a description of each of the divisions in your order of battle on the line corresponding to the division number in the menu.



Use the arrow keys to locate a particular division and then type (RET) to select it. Note that divisions not in the game will be overprinted with a solid bar and not accessible to the arrow keys.

### Menu 9 (Division Order)

This is primarily a branch menu for the selection of divisional orders. To the left of the menu, a description of the division is provided.

You are told the name and type of the division, the quality of its leadership, administration and supply (poor, fair, good or excellent) and a percentage estimate of total losses suffered to date.

Divisional leadership is important in combat. It remains fixed throughout the game. Divisional administration is important in regimental resupply, obtaining replacements and ease of movement. It remains fixed throughout the game, unlike regimental administration which fluctuates with the course of the battle.

Divisional supply is the major determinant of regimental resupply. It remains fixed throughout the game, unlike regimental supply which fluctuates with the course of the battle.

Use the arrow keys to locate a particular divisional order from the menu and then type (RET) to select it. Note that divisional orders which are currently not available for selection will be overprinted with a solid bar and not accessible to the arrow keys.

### Menu 10 (Move XX HQ)

This is an action menu. The cursor is centred over the divisional headquarters. Friendly objectives are indicated by flashing target symbols.

Use the 1-6 keys or the I,J,K,M keys to select the location you wish the HQ to move to and then type (RET). If this location is illegal (i.e. the computer can't get there), the error beep will sound and the cursor will return to the Divisional HQ. If the HQ has no movement points a message 'No Movement' will appear in the bottom left of the screen and the error beep will sound. Otherwise, you will be returned to Menu 10 and the word <moving> will appear next to the supply rating. In subsequent movement phases, the HQ will move as best it can toward its objective. Once it reaches its destination, it will move no further until given a fresh order.

In any subsequent turn, a new objective can be assigned to a divisional HQ. The old objective is voided and the HQ will try to move to the new destination.

A divisional HQ has an important role in the game. It is the source of supply for its regiments, the administrative centre determining how efficiently supplies and replacements are delivered and a major factor in the ease of troop movement.

These are the only units in the game over which the player has direct control; i.e. which can be directed to a specific hex.

When deciding where to place a divisional HQ, keep the following points in mind.

Units given reserve orders (either regiments or battalion assets) will head for their divisional HQ and deploy once they get within three hexes of it. Regimental HQs must trace a line of supply (LOS) to their divisional HQ each turn to receive supplies and/or replacements. We recommend you keep your divisional HQs about 6-10 hexes away from enemy units and directly to the rear of friendly units. Once you've had a bit of experience with their placement, you can try something more adventurous.

A divisional HQ functions more efficiently if it is not moved. As far as possible, endeavour to keep to a minimum the number of times you must move it.

Don't forget your divisional HQs! They never move of their own volition unless they are on the edge of the map or within two hexes of an enemy battalion. You must place them where you want them. It is easy to overlook them in the heat of battle. There is nothing worse than finding your divisional HQ in the front line and realizing too late that all those troops you thought were refitting in the rear have been caught with their proverbial pants down.

It is especially important to keep an eye on your divisional HQs when you are expecting them as reinforcements. No matter what mode they arrive in they should be put somewhere safe and useful immediately. If your regiments have no LOS you should check the location of the divisional HQ.

### Menu 11 (Assign Assets)

This is an action menu. Use the arrow keys to locate a particular divisional asset. If the asset is currently attached to a regiment, all battalions in that regiment will be highlighted with their specific battalion icon.

In the lower centre of the screen, the identities and current attachment of each asset are displayed.

In the lower left of the screen, the current state of the battalion is displayed. You are told the battalion I.D., unit type (INFantry, ARMour or ARTillery), equipment used (e.g. 45mm AT), fatigue condition (exh'd, tired, fit, fresh), experience (green, trained, veteran, elite), and percentage casualties to date.

Once you have located the chosen asset, type (RET) to select it. The battalion may either be assigned to a regiment or placed into reserve. Use the arrow keys to select between <RESERVE> and <REGIMENT>. If you select <REGIMENT>,





**Fig 3. Division Asset Display**

you are then asked which one. Use the arrow keys and (RET) to make your decision.

Consider fig 3. This example is from the Iwo Jima scenario. The three battalion assets of the 5th Marine Division and their current assignment are displayed in the lower centre of the screen. The cursor on the map identifies the 5th Assault battalion from the division.

From the information in the lower left of the screen we can tell that this battalion is infantry, it is fresh, elite, has taken 10% losses and is not mechanized.

Divisional assets should be allocated to the regiment/s which need them the most. In general, this will be regiments with attack orders or those in tight situations.

Each division can have up to four battalion assets. Note that the assets of one division are not transferable to another division.

The type of battalion asset is important when deciding assignments. For example,

assault guns, assault engineers and artillery are very useful in attack while anti-tank guns, tank destroyers and the ubiquitous artillery will be of use in defense.

Keep a careful eye on the condition of your battalion assets. Place them into reserve when they become ineffective; i.e. their losses exceed 50% and/or they are exhausted. Battalion assets assume the supply state of whatever regiment they are attached to.

Battalion assets placed in reserve will head for their divisional headquarters and deploy once they are within three hexes of it.

The assignment of battalion assets does not become irreversible until <RUN 5> is selected. Until that point, you may return to this menu and reassign any or all of the battalion assets.

### Menu 12 (Allocate Off-Board Support)

This is an action menu. The information to the left of the screen tells you the time of day, the date, the current air power situation (i.e. which player controls the air and to what degree), the number of off-board support points (OBS) which may be allocated and the number still to be allocated this turn.

Use the arrow keys to locate a particular regiment and then enter the number of support points you wish to allocate to that regiment. You can cancel an entry by hitting the space bar or by going back to the regiment and re-entering a new number. You will not be allowed to allocate more support points than you have available nor will you be able to access regiments not yet active.

Consider fig 4. This example is from the Iwo Jima scenario. The three regiments of the 5th Marine Division have various attack and defend orders. The air support is strong Allied. A total of 38 OBS points are available and 19 have been allocated to this division.

In general, regiments with attack orders (especially assault) should get the most support. Regiments in tough/desperate defensive situations also need all the help they can get. However, support points are most effective when assaulting or exploiting, and less effective in all other situations.

Correctly proportioning support to your regiments will have a major effect on the outcome of most battles. Be careful not to forget that you have up to three divisions; don't allocate all your support points to just one of them without good reason. There will be some occasions when you will have an overwhelming force and at these times you can afford to use all your OBS points offensively. Remember that artillery is especially effective against targets in open terrain.

As with all the menus in this game, the decisions made here do not become final until you go back to Menu H and select <RUN 5>. Up until that point, you can come back to this menu (or any other for that matter) and re-allocate the support points as many times as you wish.





Fig 4. Off-Board Support

#### Menu 13 (Regiment Order)

This is a branch menu. Use the arrow keys to locate a particular regiment and then type (RET) to select it. Regiments not in play (either not present or future reinforcements) will be overprinted with a solid bar and not accessible by the arrow keys.

The divisional I.D. is displayed in the lower left of the screen. Each regiment's I.D. and current order appear in the lower centre of the screen on the line corresponding to their position in the menu.

#### Menu 14 (Regiment Action)

This is a branch menu. The information displayed to the left of the menu tells you the division and regiment I.D., the type of regiment, regimental leadership,

administration and supply state (poor, fair, good, excellent), percentage losses to date and the brittleness level if one has been set.

The regimental headquarters is attached to a single battalion from the regiment, usually the one farthest from enemy units.

Throughout the game, the location of the regimental HQ will shift from battalion to battalion in response to the ebb and flow of battle. There is nothing the player can do to affect the location of the regimental HQ.

They cannot be destroyed until the last battalion from the regiment is destroyed. Note that the regimental HQ can be located with a battalion asset assigned to a regiment.

At every stage of the game, an active regiment (i.e. one with at least one battalion on the map) will be in one of three states. These are <READY>, <CONTACT> and <ENGAGED>. The computer determines which state the regiment is currently in. The current state of a regiment determines which actions it may perform.

A regiment in an <ENGAGED> state is more or less *toe to toe* with the enemy. As a useful rule of thumb, a regiment will count as engaged whenever two or more of its battalions are within two hexes of the same enemy unit.

A regiment in a <CONTACT> state is in proximity to enemy units. At least one battalion is within two hexes of an enemy unit.

The enemy unit responsible for triggering an <ENGAGED> or <CONTACT> state is identified by the target icon.

A divisional asset cannot trigger the <ENGAGED> or <CONTACT> state unless there are no non-artillery battalions native to the regiment left.

In other circumstances, a regiment is in a <READY> state.

Thus, only one of the three regimental actions is available to the player. The other two are overprinted with a solid bar and are not accessible to the arrow keys.

A regiment will keep the same action from turn to turn unless you step in and issue new orders provided the combat state does not change. If the combat state does change (e.g. from <READY> to <CONTACT>), then the default actions for each of the three states are <READY> (deploy), <CONTACT> (defend) and <ENGAGED> (defend). In this circumstance, the computer will select the default action for you if you don't issue an order yourself.

The <O B> line is always selectable. It stands for 'Order of Battle' and is used to get a detailed breakdown of the condition of each battalion in the regiment, including those assigned from the divisional reserve. See Menu 5 (Unit Status) for details of the information provided.

Use the arrow keys to locate the available regimental action line or the <O B> line and type (RET) to select it.



## Menu 15 (Detailed O B)

This is an information menu. Use the arrow to cycle through each battalion. All of the battalions in the regiment are identified by their specific unit icons. Assets attached to the regiment from the divisional reserve are also included.

The information presented here is identical to that obtained for friendly units under the map walk routines.

It is a good idea to have a careful look through your OBs on the first turn and at regular intervals throughout the game. Once a regiment's average casualties start to mount, you must plan to have it relieved before a real disaster can occur.

Never forget that the worst casualty rates occur when your men are worn out, hungry and have already sustained substantial losses.

## Menu 16 (Ready Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <READY> state.



(a). **Reserve.** A regiment given reserve orders will attempt to move its battalions behind its divisional HQ and deploy them there. A battalion with a deploy instruction will seek out the best defensive terrain in the immediate vicinity.

A regiment in reserve is more likely to recover fatigue, receive replacements, be resupplied and to re-establish its administrative routine than a regiment in any other state. This refitting procedure will be much enhanced when the component battalions of the regiment are more than two hexes from enemy units.

The reserve state is an inefficient formation for fighting so you have to be careful when issuing this order. It is always a bit tricky to rescue a regiment from a tight combat situation. Please see the notes on the <RESERVE> action under Menus 17 (Contact Action) and 18 (Engaged Action).

Selecting a <RESERVE> state under the <READY> menu is usually pretty safe. Just make sure your divisional HQ is out of harm's way and 6-10 hexes clear of enemy units.

(b). **Objective.** Use the arrow keys to locate the friendly objective of your choice and then type (RET) to select it. As each objective is located, information describing it appears to the left of the menu. Please see the notes under Menu 6 (Examine Objectives) for full details.

The order in which the objectives are presented is not random. When <OBJECTIVE> is selected, the first objective shown is the objective the regiment would have if it was computer controlled. This is purely for your information and has no effect on the playing of the game.

Once an objective is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it, generally selecting the quickest route.

This action is the principal means of manoeuvre for uncommitted regiments. Use it to get your men into position prior to engaging the enemy.

(c). **Enemy II.** Use the arrow keys to locate the enemy battalion of your choice and then type (RET) to select it. As each enemy battalion is located, information describing it appears to the left of the menu. Please see the notes under Menu 7 (Examine Map/Units) for full details. Only those enemy battalions within 8 hexes of the friendly regimental HQ battalion can be selected by this action.

Once an enemy battalion is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it, following the most direct route.

You use this action to send your men into battle!

(d). **Deploy.** This action is chosen in those circumstances where there are no enemy units nearby but nevertheless you wish the regiment to remain in place, presumably to counter a future threat. Individual battalions will seek out the best defensive locations in the immediate vicinity within supporting distance of each other and await your further instructions.

Remember that <DEPLOY> is the default action for the <READY> state. This means that a regiment given a <RESERVE> order while in the <CONTACT> state will revert to a <DEPLOY> order if its state changes to <READY>. You should check on the orders of battalions given <RESERVE> orders if you wish them to remain in reserve. See Menu 14 (Regiment Action) for full details.

## Menu 17 (Contact Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <CONTACT> state.



(a). **Reserve.** This action has the same effect as it does in the preceding menu (and the following one for that matter). You just have to be more careful when using it as enemy units will be much closer to you.

If at all possible, commit a fresh regiment to the front before withdrawing a worn out one. Sometimes this is not possible and you'll just have to hope that your men can outrun their pursuers. Remember the enemy will be operating in hostile territory while you will (hopefully) be in friendly territory.

(b). **Defend.** This action is basically self-explanatory. Battalions within two hexes of enemy units dig in *in situ* while others in the regiment deploy to the best defensive terrain in their immediate vicinity.



It is the safest formation and when in danger (or in doubt), select it. Remember that <DEFEND> is the default action for the <CONTACT> state. See Menu 15 (Regiment Action) for full details.

(c). **Support.** This action is a more vigorous type of defense. Battalions within two hexes of enemy units will dig in as they do with the <DEFEND> action; however, all other battalions from the regiment (including those attached from the divisional reserve) will move up to support the contacted battalion/s.

This action is chosen either to stiffen the defense of a particular sector or to assemble the regiment's components in preparation for a planned future offensive. Don't select it when you're heavily outnumbered and short of reinforcements/reserves. If you don't want anybody to move, use <DEFEND>.

(d). **Probe.** This is the most aggressive response you can make while in the <CONTACT> state. Rather than dig in, those battalions within two hexes of enemy units immediately launch a limited attack while the other battalions from the regiment move up into supporting positions in the expectation of contributing to the battle in the next turn. This action should not be taken unless you have considerable superiority and a pressing need for some decisive achievement or for concentration of your own men.

### Menu 18 (Engaged Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ENGAGED> state.

(a). **Reserve.** Please refer to the notes in the two previous menus.

(b). **Defend.** Please refer to the notes in the previous menu. Remember that <DEFEND> is the default action for the <ENGAGED> state. See Menu 15 (Regiment Action) for full details.

(c). **Delay.** If the regiment is subjected to a major attack, it will withdraw in the direction of its divisional HQ. This action will minimize losses from full scale assaults at the price of conceding ground. Uncontacted battalions from that regiment will move up to support the engaged battalion/s.

(d). **Attack.** This action is not an operative command in itself. It directs you to a subsidiary menu wherein you choose the type of attack you wish to launch. When it comes time to get the job done, you'll have to hit this key!

### Menu 19 (Attack Action)

This is the ultimate action menu. The decisions you make here will be vital in determining the outcome of the battle. The type of attack you should choose will



depend on the current circumstances. The single most important thing to remember is that the <ASSAULT> action is not automatically the most effective way of destroying your opponent!

Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ATTACK> state.

(a). **Probe.** This is a conservative and exploratory type of attack. It reduces your losses to the minimum while giving you a good idea of your opponent's strength. You won't do much damage to the enemy. Should you experience a simultaneous attack from your opponent, you will be in the best condition (given that you are attacking) to receive it. It has the same effect as a <PROBE> under Menu 17.

(b). **Prepare.** To all intents and purposes, this appears to be another <PROBE> attack. However, it is simply a diversion while the regiment prepares to launch a full scale assault. You will inflict the same level of damage on the enemy as you would with a <PROBE> attack but you are much more vulnerable to a counter-attack. Regiments attacked while executing a <PREPARE> order can get quite badly chewed up.

The value of this order is that it makes a subsequent assault very much more effective. You really must use prepared assaults against tough enemy opposition. A <PREPARE> done on the pm turn may be effective (i.e. assist an <ASSAULT>) on the following am turn, but this is not certain. A <PREPARE> has no bonus for an <EXPLOIT>.

(c). **Assault.** These are full scale attacks using every component of the regiment which is in a condition to participate. They can result in horrendous losses for both sides. Make sure you allocate as much off-board support and as many divisional assets as you can spare. Every little bit helps!

(d). **Exploit.** This type of attack should be launched against a weak enemy position. It gives the attacker the greatest opportunity to advance after the fighting. It will only be truly effective if your opponent is KIA'd or routed. Do not use it against a tough enemy position; your losses could well reach unacceptable levels.

## 6. THE COMBAT ROUTINES

There are two types of combat in *Halls of Montezuma*. For convenience, they are referred to as *regimental combat* and *minor combat*.

The effective combat radius of all units is 2 hexes, regardless of type.



Certain ranged units can be effective up to 15 hexes from their target. It is quite important to remember that the exact positions of the opposing battalions matter only insofar as battalions must be within 2 hexes or within range of an enemy unit to fight.

A battalion under attack can receive support from friendly battalions within 2 hexes (or range) of itself. Battalions with the same regimental I.D. are much more likely to provide support. Try to keep your regiments as concentrated as possible. As a result of combat, battalions will lose strength points and become fatigued. They may even rout if the battle goes too badly against them. Rout is a general term used here to cover a number of different states. Essentially it means units unable to undertake organised activities within the normal military framework. For any given combat state, the higher the experience of a unit the less likely it is to rout, and the quicker it is to recover. Elite troops are very hard to shift and reorganise very quickly.

Routing battalions are readily identified on the screen by their distinctive icons. The supply, and to a lesser extent the admin, values of the regimental HQ are reduced in proportion to the intensity of the battle.

In addition each side may have a *brittleness* level set when the scenario was created. If a formation has been flagged as brittle and its losses are greater than or equal to the brittleness level then its supply and admin values will be zeroed and the units themselves will suffer attrition. This is to simulate the total loss of higher organization, even though the men may still be in the field. Naturally units in this condition are more likely to rout.

Even if a brittleness level is set, not every formation need be brittle. A brittle formation will have the brittleness level indicated to the right of the leadership factor in Menu 14. If the casualty level below it equals or exceeds the brittleness factor you are in trouble.

A brittle division affects divisional supply and admin and any divisional assets. A brittle regiment affects regimental supply and admin and all component battalions. A brittle battalion which routs will be removed from play at the beginning of the next turn.

Whenever a regiment executes an attack order you will receive a report providing you with the details. Losses will be specified as Light, Medium or Heavy. This represents the strength point loss as a proportion of current strength and is thus a relative measurement. Attackers losses are calculated on the total strength of all attackers.

The combat report also shows the orders for attacker and defender and if OBS is allocated it is described as Light, Medium or Heavy (LGT, MED, HVT). The order descriptions are more precise for one or zero player games.

Fatigue losses are not shown in the combat report but you should check on them through the various status reports. You must hit the space bar to proceed.



Fig 5. The Combat Report

Consider fig 5. The battalion under attack is identified by the target icon. It is an Axis battalion from the 145th regiment of the 109th division. It has a <DEFEND> order. It is being attacked (using a <EXPLOIT> order) by the 27th R.C.T. of the 5th Marine Division. Despite heavy OBS on the Allied side, neither side took any losses.

In addition to the regimental battles displayed in the combat reports referred to above, all other opposing units adjacent to each other are subject to the *minor combat routine*. The results of this routine are not displayed on the screen. Battalions may suffer fatigue and/or strength point losses as a result of minor combat. Minor combat ignores the presence of OBS points.

The higher the experience level of a battalion, the more damage it can cause and the less it takes from minor combat. Adverse factors for minor combat are lack of supply, high fatigue and high numbers of adjacent enemy units. Only routed units can actually be KIA'd in minor combat.

Minor combat does not occur at night, unless a side been flagged as *night*



capable. Night capable battalions meeting the normal minor combat conditions will conduct minor combat at night. This simulates aggressive night patrolling and combat. In all other respects they are identical to normal battalions. Night capable battalions still suffer the normal penalties if they commit a regimental attack at night.

Night capability is indicated under the reports menu.

### Mines and Forts

Mines and forts in *Halls of Montezuma* affect both movement and combat. A battalion moving onto an enemy minefield or fort cannot move any further that turn. Minefields and forts are automatically cleared at the end of turn, unless the battalion conducts or is the target of a regimental attack, in which case it has a 50% chance of clearing the minefield. Even if a fort or minefield is cleared in one turn, the unit's movement allowance for the next turn is zeroed. That is, once you have moved onto a mine or fort hex, you cannot move off until it is cleared, or you rout. A unit on an uncleared mine or fort hex blocks movement through that hex. An enemy fort or minefield will not be removed unless it is cleared by a friendly unit. Until it is cleared, an enemy fort or minefield hex will remain enemy controlled.

Minefields (but not forts) cause losses in strength and fatigue, and will continue to cause these losses until cleared. In any turn, a unit on an enemy fort or minefield is also very vulnerable to minor combat, and incapable of inflicting minor combat losses on the enemy.

Friendly minefields have no effect. Friendly forts use the movement and combat effects defined for them in the construction kit. In a regimental attack on a fort, any engineer battalions (only), treat the terrain as being combat effectiveness (7) i.e. the easiest terrain for combat.

Routed units cannot clear minefields nor do they suffer any extra penalties for being in a minefield. There are no penalties for being in a minefield hex on a night turn, nor can mines and forts be cleared on a night turn.

Any enemy minefield or fort hexes occupied but not cleared at the end of the game are still enemy controlled. This means you will receive no victory points for those hexes.

These routines mean undefended minefields or forts slow movement without doing much damage. Defended minefields, or worse still, minefields with defended forts behind them can cause a lot of grief.

**Special Units.** These are units showing the parachute, glider or landing craft icon. While showing this icon parachute or glider units are especially vulnerable to minor combat. They only show the icon on the first turn that they land. Landing craft will suffer special attrition if there was space for them to land at the beginning

of the turn and there was an enemy unit within two hexes. If there was no space they are deemed to be keeping a prudent distance offshore until such a space arises.

## 7. THE MOVEMENT ROUTINES

Once the last combat report has been displayed, the movement routines are activated. The computer determines in which order the regiments will move. This is based on admin, experience, supply, leadership, current order and a small random component.

If necessary, the movement routine will be divided into a series of pulses. This is to ensure that no single battalion moves more than 4 hexes (or 8 hexes along a road) before every battalion has had a chance to execute its order. There can be as many as 16 pulses!

Objectives may now be allocated to a particular division during the creation process. A computer controlled player will attempt to take or re-take those objectives with the specified division. A human player can naturally issue any orders he wishes. However, if an enemy unit is KIA'd, your battalions will move after combat towards a divisional objective, if it exists. Therefore you should either co-operate with the computer or remove the divisional objective allocation in the *Warplan*. The current divisional objectives will be listed on the bottom left of the screen under the reports menu.

The menu window will display the word <running> throughout the duration of the movement routines. The screen will centre on each regiment as it moves. Once all movement is complete, the turn is over and the next turn will begin.

## 8. WINNING THE GAME

The game will end with the completion of the movement routine on the last turn. It is always a pm turn.

The victory screen will appear and summarize the players' performance. Fig 6 shows a typical result screen.

This example is from the two Jima scenario. The Axis have destroyed 32 mechanized SPs and 1001 non-mechanized SPs. The Allies have eliminated 36 mech SPs and 942 non-mech SPs. The Axis have accumulated 1814 VPs for the control of objectives throughout the game for a total of 2700 points while the Allies have scored 37500 objective points to make their total 4728, a crushing victory to the Allies.





Fig 6. The Victory Screen

## 9. TACTICS

Some parts of the game are so vital to playing it properly that they need to be specified in one place rather than scattered throughout the menu explanations. They are **combat** and **supply**.

**Combat.** There are many factors in the game that are considered in the resolution of combat. The most important of these are the fatigue state, casualty level, and supply state of the troops. Deficiencies in any one of these areas can make a serious difference to combat performance. These are variables that are immediately affected by your command decisions and deserve your closest attention.

Tired or exhausted men cannot fight effectively. A combat result can cause loss of strength, fatigue or both. Thus men can lose fatigue points in combat in both attack and defence. Each attack can cost fatigue points and repeated assaults without a break will cause extra fatigue and supply losses.

Fatigue is recovered best at night by sleeping, and attacking at night will certainly cause fatigue losses and should only be done where really necessary. There are, however, some good reasons for attacking at night. These would include having large amounts of off-board support, the fact that your opponents' air power makes attacking during the day very difficult, or having so many men that you can afford to have some attack at night to keep up constant pressure on the enemy. The main point is that troops fighting both day and night will rapidly become exhausted.

Night capable troops will conduct minor combat at night without fatigue loss. Moreover, any OBS allocated to them for a regimental attack automatically arrives as it does during the day. Non night capable units have only a 50% chance of receiving allocated OBS. Night capable units still receive normal fatigue penalties for regimental night combat.

Regiments in reserve will recover fatigue much faster than regiments in any other state and tired units should be placed in reserve to allow more rapid recovery. Attacking with units that are tired or exhausted invites disaster.

Units lose effectiveness as their casualty level mounts, over and above the actual loss of strength points. Any battalion with over 20% casualties is a definite candidate for reserve, and units with over 50%, even if they remain on the battlefield, are not very useful. If units are brittle you must try to keep casualties below the brittleness level. Brittle units will never recover and will eventually die of attrition, even if they are not in combat.

Casualty levels are not the absolute totals of killed and wounded. Rather they reflect the steady lowering of the number of men willing and able to effectively fight the enemy. Most of the casualties will not be hurt at all but are out of contact, cut off, confused or leaderless, pinned down or otherwise ineffective.

Putting such a unit in reserve will allow re-organization and replacement and will eventually restore it to a reasonable fighting condition. A unit committed and taking too many casualties may break and rout. A routed unit is no longer effective as a fighting force and will usually retreat towards its divisional HQ.

Routed units may not be targeted for normal combat but will suffer additional losses if they are adjacent to enemy units. Any unit suffering overwhelming casualties may simply cease to exist for game purposes. Such a unit is noted as KIA and disappears from the game.

**Supply.** The toughest unit is helpless without bullets and useless without food. The regimental supply level is used for combat purposes. Its likelihood of replenishment is related to its current order (reserve is best, assault is worst), the divisional HQ supply value and both HQs' admin values.

The divisional HQ supply and admin values do not change. If these are low you have to be extra careful in selecting an attack philosophy. Although a regiment may start with decent supplies, resupply will be a chancy procedure. Naturally attacks use a lot of supply, so avoid unnecessary combat.



Even if divisional supply is good, each regimental HQ must trace a line of friendly controlled hexes to the divisional HQ to establish resupply for each regiment. You will be told if the LOS is open or cut. If it is cut, you may have to move your regiment or your HQ or both. Placement of the divisional HQ is critical.

As a special concession to amphibious operations, regimental HQs can trace supply to divisional HQs located offshore, i.e. showing the special landing craft icon. Once the HQ has landed the normal rules apply.

Terrain prohibited to mech units and the presence of enemy units may also block supply. If your LOS is blocked you cannot afford to wait too long before unblocking it.

## How to Win

There is no such thing as a lucky turn. A good technique can overcome most reverses. Bad play turns reverse into disaster. A few principles to help you avoid disaster are set out below.

Keep a reserve. Your div HQ has to be about 6 hexes away from the enemy to make this possible. If you don't have that room, fight like crazy to create it. Don't commit your reserve until you have made provision for a replacement.

Use the right men for the job. Historically, the best formations got more than their share of tough jobs, for very good reasons. You will find those reasons equally compelling.

Give the right job for the men. Even interior troops who are strategically on the defensive can and should attack, at least occasionally. Judicious use of probes will cause extra fatigue and supply losses to the attackers. They will probably win anyway but be in worse shape after the victory than if a purely passive defense had been maintained. If your probe catches an attacker during a prepare he will certainly suffer.

Manage your assets. In one sense all your troops are assets and your job is to use them correctly. The divisional assets provide a useful illustration of this. They should be checked every turn to ensure that they are being used in the most efficient manner possible. The techniques for managing them successfully apply to the rest of your troops. Apply those consistently and you'll be hard to beat.



# PART TWO THE SCENARIOS

## A HISTORY OF THE USMC

*[The Marines got their reputation as fighters because] "they started right out telling everybody how great they were. Pretty soon they got to believing it themselves. And they have been busy ever since proving they were right." Sergeant Walter Holzworth, USMC, 1935*

## THE EARLY YEARS

*"A Marine is a sort of ambidextrous animal - half horse, half alligator. His duties alternate between those of a soldier and a sailor. He is a being for whom the genuine far entertains very little respect, and on the other hand, his contempt is repaid..." Schoolmaster aboard the USS Constellation, 1830*

Marines in their modern form were first created by the British in 1664, who formed the Duke of York and Albany's Maritime Regiment of Foot to provide soldiers who would be under the control of the Admiralty. Their duties in ship-to-ship combat included sniping with muskets, repelling boarders and substituting for casualties anywhere aboard. They were also a part of ship's landing parties, and were used to enforce discipline and to protect officers from a mutinous crew.

The leaders of the American Revolution soon realized that they would have to fight a naval war, and that they would need marines for the same reasons that other navies had them.

The Continental Congress passed a resolution on November the 10th, 1775 that two battalions of marines be formed, but due to disagreements about where to



actually obtain the personnel, the force was never raised. However, the USMC still celebrates this date as its birthday.

The first commission as Captain of Marines was issued to Samuel Nicholas of Philadelphia on November the 28th 1775. Nicholas was chosen because he was well known in local sporting clubs, and because his vocation as an tavernkeeper would help him enlist the working class. In January 1776 the 230 strong marine contingent boarded the five vessels of the fledgling Continental Navy and went to sea for the first time.

After sterling but undistinguished service in the raiding and minor naval battles of the time, a battalion of marines joined the Army for a land battle at Princeton on January 3rd 1777. The brigade to which they were attached attacked two British Regiments in place, and fell back after heavy losses. Diminished by death, desertion and disease, the remnants were dispersed into regular Army units.

Not until 1798, when the USA was drifting into an undeclared war with France, did the Congress provide itself with a permanent naval force by creating a Department of the Navy. On July the 11th of that year they passed "An Act for Establishing a Marine Corps". From the very start it was envisaged that the Marines would serve on shore and at sea.

The authorized strength of the Marine Corps was originally 865, but it never approached this number due to recruiting problems. Seafaring men could get better pay as sailors, and military men did better in the Army.

In the Quasi-War with France there were few opportunities for the Marines to prove themselves in combat, as most battles were decided by manoeuvrability or armament; seldom were the contestants close enough for the Marines' musketry to tell. Nevertheless they proved their worth repelling boarding parties and quelling potential mutinies.

Between the Quasi-War and the war of 1812, the Marines participated in the wars with the Barbary States, the group of countries from Morocco to Libya who harboured the most voracious pirates on the sea. The Marines got plenty of chances to show their skills, as the Barbary crews' form of combat was to board the opposing ship at every opportunity. One small group of Marines was involved in an extraordinary trek by a private army from the Nile to the Mediterranean coast at Derna, capturing the town and holding it against siege for two months.

The war of 1812 saw the Marines at sea again, still struggling with the same problems of recruitment and fracas with the two Services. However, they earned some glory on land. The British landed near Washington on August 21st 1814 and marched on the capital. The force which met them at Bladensburg included many Marines and sailors; this was fortunate, as they were the only Americans to put up a stout fight that day. It was not enough to save the city from capture, but it won them a reputation for toughness in adversity that has not left them.

The small contingent at the siege of New Orleans also distinguished themselves, holding a critical position during a major British attack.

In 1820, after a troubled period, the position of Commandant of the USMC was given to Archibald Henderson, who was to lead the corps with great distinction for thirty-eight years. He whipped the disorganized administration of the Corps into shape, and constantly fought Congress, Navy and Army for the Corps' benefit.

The years of relative peace following the War of 1812 were full of conflict for Henderson. Using diplomacy, influence and his native intelligence, he fought, lobbied and compromised until the existence of the Marine Corps was no longer in question. Gradually he improved pay, discipline and reputation, so that they became a much respected fighting force in numerous encounters with pirates and natives around the world.

The Seminoles in Florida were proving recalcitrant, so much of the Army in Georgia went south. Here Henderson found a chance to gain more employment for the Corps. He took a force composed of Marines, volunteers, Indians and Army regulars into a swamp to attack a Seminole camp. The Indian braves melted away into the wilderness, but Henderson captured some women, slaves and supplies. He gave chase, but was eluded. Some Marines stayed in Florida for over a year after this, but there were no more battles. Still, they had participated in one of the most difficult Indian campaigns.

## 1. MEXICO CITY

*"I knew I could not be wrong, so long as the enemy in large numbers were ahead" Captain George H. Terret*

*"I believe if we were to plant our batteries in hell the Yankees would take them from us" Santa Anna, after the fall of Chapultepec*

*"God is a Yankee" was his Chief of Staff's reply*

The assault on Mexico City was the culmination of a three year war between the USA and Mexico. The proximate cause of the war was the election of James K. Polk to the presidency in 1844, on an expansionist platform. At this time Texas, New Mexico, Arizona and California belonged to Mexico, but the resident American whites were keen to join the United States of America.

The war started in April 1846, and the US Navy quickly blockaded all major ports on both coasts of Mexico, which had no navy to speak of. At this time the marines were an integral part of the navy, and their main task was to guard ships and ports. They numbered about 1,000 men.

The navy, aided by the Americans already in California, eventually conquered San Francisco, Los Angeles and San Diego, securing the future state. The next step was to invade Mexico and force it to peace. Major General Winfield Scott commanded the American Army in this incursion. He was persuaded by Henderson to include Marines in the invasion force, since they were a permanent trained force, and many of Scott's volunteers had served their time and returned



home. Henderson took every opportunity to fight in order to secure the Marines' future as an independent force; this was a opportunity not to be missed. When the Army reached Mexico City on the 8th of August 1847, the Marines were disgusted at having been used to guard the supply trains, thus missing the battles (such as they were) so far. The battalion of 357 men was commanded by Lieutenant Colonel Samuel E. Watson, and was attached to the division of Brigadier General John A. Quitman.

Scott's Army numbered 10,738 men, and faced a Mexican army of about 32,000 commanded by the self-styled Napoleon of the Americas, Santa Anna. The Mexicans were massed south of the city (the direction from which the Americans were approaching), so Scott decided to attack from the west. On 7th of September he used Brigadier General William J. Worth's division to assault a group of heavy stone buildings called Molino del Ray, which guarded the western approaches and were resolutely defended by the Mexicans. They took it, but ruined the division in doing so.

On Monday, 13th of September the attack proper started. The first and main obstacle was Chapultepec, a steep hill surrounded by walls, which bore the Mexican military academy on its crest. It was defended by about 900 soldiers and a handful of cadets - known ever afterwards to Mexicans as the *Niños Heroicos*. Quitman's division was assigned the difficult south face, as a diversion from the main attack by Brigadier General Gideon Pillow's division up the west face. To the east of the hill, the Mexicans had garrisoned a vital road junction with a battery of artillery and some entrenched infantry.

The attack was a success. Special storming parties, including some Marines, were formed and equipped with ladders and pick-axes. These were to take the lower walls while the bulk of each division provided covering fire. They were quickly pinned down under the intense crossfire from the walls and from the force at the road junction.

Then, by sheer persistence the pioneers of Pillow's division won the walls, and the brigade on the right flank cleared the road junction. The bulk of both divisions, including some Marines, swept up the hill and captured the fortress. The Marines had suffered 24 casualties.

Captain George H. Terrett took his company of about 30 Marines and raced up the western causeway towards the San Cosme gate, the last defended position before Mexico City proper. Joined by one Ulysses S. Grant and about 20 men, they stopped a counter-attack by some Mexican lancers, then routed a force of over 1,000 enemy foot en route.

Heavily outnumbered, they assaulted and took the gate against determined resistance, becoming the first troops to set foot in Mexico City itself. They had far outrun the rest of the Army, and were forced to return to the road junction. This gate was eventually re-taken by Worth's division that evening. The rest of the Marines, with Quitman's division, advanced along the eastern causeway and

established themselves inside the Belén gate before nightfall, after a fierce fight. The Mexicans counter-attacked several times, but could not press home against the American artillery and musketry.

Overnight the city fathers persuaded Santa Anna to abandon the city to prevent damage to the buildings and civilian population. By morning the Americans discovered that the Mexicans had withdrawn and abandoned the city out of consideration for the populace, and the low morale of the Mexican army and its commanders.

The Marines were given the necessary job of securing the main plaza and palace in the city, in recognition of their experience in this field.

Archibald Henderson looked for something exceptional about the performance of the Marines in the battle, and found it in the assaults on Chapultepec and San Cosme Gate.

Up until this time the Marine standard had borne the motto: "To the Shores of Tripoli". On their return to Washington the people of that city presented the Marines with a banner with a new motto: "From Tripoli to the Halls of the Montezumas". Thus a piece of Marine Corps history was born.

## Scenario Notes

Because this battle is somewhat outside the time period that the **Battlefront** system is designed to cover, the time scale has been expanded. Historically all the action took place in one day, but this scenario is four days long with each day representing one normal turn. This allows the numerous small skirmishes that happened to still occur while giving the Americans time to get to their objective, the Halls of Montezuma.

The scenario as created departs from history to add interest to both sides. The assumption is that the Mexicans stood and fought for their city on the second day rather than evacuating it. The Mexicans now have a chance to conduct a limited offensive in the southeast of the map, possibly spoiling the US attack in the centre.

The research for this game was the most difficult yet, and the Mexican OB is necessarily substantially guess-work. The names of the units are real ones, but further hard information is limited.

While not as challenging as the other scenarios, **Mexico City** is nevertheless of historical interest and a good learning scenario.

## Player's Notes

N.B. Wherever divisional objectives are mentioned in the Player's Notes, they will be in **Bold** type.



**AS THE MEXICANS**, there is only a limited amount you can do to affect the game. Make an immediate and swift advance down to the objectives at the south of the board, and try to capture one of them. You will have to attack very carefully, as your offensive capability is small. Be prepared to run back to the city as soon as the US approach the Belén Gate.

**AS THE US**, you must make the running. Assault **Chapultepec** defenders and their supporting units with everything possible until they are eliminated, as they block your way to the city. Then advance along both causeways towards Mexico City. Pillow's division should take **Belén Gate** and Quitman's division the **San Cosme Gate**. After that you will have some street fighting in Mexico City. You will have to fight your way through a fair few units to be able to take the Halls in time.

## Scenario Variants

1. Assume the Americans had launched their attack from the south, their direction of approach. Move all US units to the southern board edge east of the swamp.
2. Assume the Americans had suffered more disease and supply difficulties (as they might well have done). Reduce all US admin and supplies to 2.

## FROM MEXICO TO FRANCE

*"It is as artillerymen aboard our new floating batteries that their [the Marines'] importance must be felt and acknowledged in the future"*  
Commandant Heywood, 1891

*"If the Marine Corps be utilized as an Advance Base organization, it would have the opportunity to share with the Navy the glory always resting on those who strike the first blows at the enemy, and it would have the satisfaction of feeling that it had an important, semi-independent duty to perform"* Future Commandant Lejeune, 1916

Henderson used the good feeling won in the Mexican War to the Corps' advantage, winning an increase in the size of the Corps in 1859.

The Marines were kept busy in the period before the Civil War by the increased use of landing parties to protect American interests in unsettled parts of the world. In Nicaragua, Fiji and China, as well as Seattle, Philadelphia and Washington D.C., the Marines were instrumental in keeping the peace and quelling disorder.

The Marines were involved in the very beginnings of the Civil War. When John Brown's body of men captured the arsenal at Harper's Ferry, Virginia, it was the Marines who were called in to resolve the situation. Led for the occasion by

Colonel Robert E. Lee, they decided to storm the small firehouse in which the insurrectionists had barricaded themselves. One Marine was killed in the attack.

The first Marine Corps action during the Civil War was in the first big battle of that war, First Bull Run (Mannassas). A battalion of 336 raw recruits and 12 officers were attached to 1st Brigade of the 2nd Division, and were detailed to accompany D Battery of the 5th Artillery. As luck would have it, this battery was chosen to lead the attack on Henry House hill.

Forming a battle line with two New York regiments, the inexperienced Marines were steadied by the presence of the few veterans in the force. Finally a Confederate cavalry charge broke the line, and the Marines, followed soon by the rest of the Union army, turned and ran.

The Marines performed rather better on land during this war. Not involved in any of the great campaigns, they did develop a reputation for military discipline and efficiency as guards, and helped put down the draft riots in New York City in 1863.

In their traditional role as ships' guards they excelled. Agreeing to handle the ships' guns, they helped relieve the chronic shortage of sailors. The Marines were constantly commended by their ships' captains for valour and exemplary conduct under fire throughout the war. In almost every significant naval engagement in the Civil War, at sea or in the river flotillas, the Marines played their part and more.

The U.S. Navy's last and largest landing of the war was also its greatest failure. The plan was to land Marines and sailors on the northeast corner of Fort Fisher, guarding the entrance to the port of Wilmington, while the Army assaulted the northwest corner. As the sailors did not have many long guns, the Marines were to provide covering fire while the sailors made the attack.

The sailors were given the order to charge before the Marines had deployed to fire, and some Marines joined the rush in the confusion. The Confederate defenders shot the attack into the ground, causing the sailors to break and run. The attack cost 61 Marines and 325 sailors, for probably no losses to the defenders.

After the Civil War the Corps settled into the old routine of defending itself against those who would abolish it, and arguing for greater numbers. Manpower was still a problem.

The Corps continued to carry out its traditional role as the Navy's police, and made 24 landings in the 23 years from 1866. The new Commandant, Charles G. McCawley (appointed in 1876), finally acted decisively on the officer problem. From 1882 nearly all new lieutenants were graduates of the Naval Academy. Again pay, conditions and uniforms of the enlisted men were improved, and the Corps reacquired a reputation for smartness and efficiency.

The Spanish-American War was declared by the USA over Spanish unwillingness to let go of its Caribbean colonies, Cuba in particular. When the battleship Maine



blew up in Havana harbour (probably due to internal problems rather than Spanish hostile action) the press seized the opportunity to talk up the incident into a *casus belli*. War was declared on April 21st, 1898.

Even before the war started the Marines distinguished themselves. One of the heroes of the Maine incident was a Marine orderly who helped the ship's captain to safety. The Congress demanded action, and Colonel Heywood scented another chance to increase the Corps. They were allowed another 43 officers and 1,640 men, the largest increase in their history so far.

In the two decisive sea-battles of the war - Manila Bay on May 1st and Santiago de Cuba on July 3rd - the U.S. Navy won crushing victories, sending nine Spanish ships to the bottom. Ships secondary batteries, only some of which were manned by Marines, played a minor role in the combats.

The Marines performed better on land than at sea. They raided the Cuban coast and destroyed a Spanish shipyard in the Philippines. But their moment of glory was to come. A Marine battalion of 659 was formed and sent off on the second day of the war. The men boarded the overcrowded USS Panther and sailed south, with not the slightest idea where they were going or what they were going to do when they got there.

Conditions on board the Panther were less than ideal. After constant quarrels with the captain of the ship, he ejected them at Key West to look after themselves. For two weeks they trained, waiting for orders. Finally on June 7th they reboarded the Panther and sailed to Guantanamo Bay to establish a temporary harbour for the fleet blockading Santiago.

The men were unloaded on June 10th to protect the ships from a rumoured 7,000 Spanish troops in the vicinity. They set up a defensive position on some hills close to the beach and waited.

On the second night Spanish infantry started a desultory harassing fire on the camp. The Marines replied from their trenches with a fusillade of rifle and machine-gun fire, supplemented by a huge naval bombardment.

The Spanish repeated the performance for the next two nights, although they never closed for combat. The Marines were hard pressed, and indeed the roles of protector and protected seemed to have been reversed as the Navy's barrages came in each night.

One of the attached Cuban officers suggested a foray to destroy the only drinking water in the area, and possibly the Spanish camp nearby. Two companies of Marines took a long, indirect route towards the well, occupying the hill that overlooked the Spanish camp. The Spanish battalion was trapped in the valley, and after four hours of combat, withdrew, leaving 160 dead. The well and camp were destroyed, and the Marines marched in triumph back to the base.

The battle itself was a small affair, but the accompanying contingent of newsmen played it up. As the first significant fighting on Spanish soil, it was intensively

reported, and the affair was hailed as a triumph of Marine skill and determination against great odds.

Commandant Heywood parlayed the Marine military and public relations triumphs, and the demands of a new and far-flung empire, into a larger and more permanent Corps over the next few years. By 1909 the Corps had grown to nearly 10,000, three times the size it was in the Spanish-American war.

The Corps now had a better public image than 100 years before. They were seen as the first troops on the scene in a crisis (their recruiting posters said "The First to Fight"), and as exemplars of military discipline and skill.

The naval build-up during the early years of WWI helped the Corps' Commandant, George Barnett, to expand the Corps further. The USMC's strength was fixed at one-fifth that of the Navy, something they had been pressing for constantly. The first experiments in Marine aviation occurred in this period, with two Marines being the 5th and 6th graduates from the Navy's flying school.

As 1917 dawned, it became clear to many observers, including those of the Marine Corps, that the USA was bound to be drawn in to WWI soon. The Marines set about making good their boast of the time that "We are ready now". The strength of the Corps increased from 17,400 in 1916 to over 30,000 by the end of 1917. As the only all-volunteer force, and the only one that could promise enlistment for wartime service only - the Army and Navy were legally constrained to offer fixed terms of service - the Marines got the cream of the crop.

In the middle of 1917 the Allies persuaded the US Government to send a token division to the western front to bolster morale. The Marines ensured that a Marine brigade was included in that division, so that they would be "The First to Fight".

The US 2nd division, to which the 4th Marine Brigade was attached, trained hard in France during the winter of 1917-18, and no-one gained more respect for their dedication than the Marines. They were keen to enter combat.

The division was put into a quiet area of the line near Verdun in March 1918 to gain combat experience. For two months the Marines discovered gas warfare, trenchfoot, raids and artillery barrages. After this and some open-field manoeuvres in May, the Brigade was evaluated as probably the best American unit in France. However its tactics, use of supporting arms and communications were deficient - as the experience of Belleau Wood would show.

## 2. BELLEAU WOOD

*"Retreat, hell. We just got here!" Captain Lloyd Williams, USMC*

1918 was the decisive year of World War I. The Russians had surrendered in 1917, and huge numbers of Germans were transferred to the western front. The German commanders had decided to try to end the war before the new American divisions could arrive in numbers. Their massive offensives of March-May 1918



threw the Allies reeling back towards Paris, and once again the French government made plans to evacuate the city. The US 3rd division played a vital part in stopping their drive at Château-Thierry.

The Germans wheeled right at this check, moving along the Marne instead of trying to cross it. This brought them to the area of Belleau Wood, from which they had ejected the dispirited French in the last days of May.

The 4th Marine Brigade was part of the 2nd division. They were holding a line from the Paris-Metz highway, through Lucy-le-Bocage, to Hill 142.

On June 3rd, the Germans continued their attack towards Paris, advancing from the Wood towards Lucy-le-Bocage, the centre of the Marne line. The well-trained Marines held their ground and shot the German attack to a standstill. This was the climax of the German advance.

The Germans knew that their advance on Paris was finished, so they dug in inside the woods and waited. The Marines were not to disappoint them.

Early on June 6th, 26 years before D-Day, the Marines went in to the attack. The 1st Battalion of the 5th Marines Regiment (1/5th Battalion) on the left were to take Hill 142, securing that flank, then 3/5th, 2/6th and 3/6th Battalions were to advance on the woods and the town of Bouresches in the evening.

The Marines' inexperience was to cost them dear: they had failed to send out patrols to gauge the defence, and had believed the French reports of no enemy troops in the woods. The woods had in fact been converted into a mini-fortress, with barbed wire and a network of interlocking machine-gun nests, and manned by an experienced regiment of Germans.

The epic battle of Hill 142 went on all day. At one point the Marines nearly took Torcy, at another they nearly lost the hill itself. But by 5 pm, the appointed hour of the main assault, they held the hill, depleted but firm.

There was no pre-assault artillery bombardment, as this was to be a surprise attack - but the Germans were expecting them. The path of the advance took the 3/5th Battalion on the left flank through the wheat fields that had been the grave of so many German men three days before. As Sergeant Dan Daly started to lead his men into the withering fire from the woods, he turned to them and exhorted: "Come on, you sons-o'-bitches! Do you want to live for ever?"

The centre and right of the attack (2/6th and 3/6th Battalions) did somewhat better, since they did not have to cross such expanses of open ground as did the left. One platoon in the centre actually managed to fight their way through the Wood, only to be cut down as they emerged into the open.

The right flank's task was to capture Bouresches, to anchor that flank of the main assault. Twenty three men, the remnants of one company took and held the town for half an hour against counter-attacks until reinforcements arrived. By the end of the day the 4th Marine Brigade had taken 1,087 casualties (about 60% of its infantry strength), more than in their entire history up to that point.

The following day, June 7th, was a day of rest for the Marines. Disorganized, with many small units shattered, it was all they could do to hold their ground and feed in reinforcements and ammunition. The Germans put in an attack at around midnight but were stopped cold.

At 4am June 8th the Marines of the 3/6th Battalion were ordered out of their foxholes again. After 6 hours of heavy fighting with no perceptible result, the attack was called off and the battalion withdrawn from combat. The German defence had again been underestimated.

June 9th was spent in an enormous artillery duel, with the Americans and French raking the woods from end to end, and the Germans shelling Lucy-le-Bocage and Bouresches and the ground between.

On the next day, June 10th, 1/6th Battalion advanced up the long axis of the Wood from the south, while 2/5th Battalion attacked from the west across the deadly wheat fields. The two units were able to link up, but, due to exhaustion and casualties, were unable to further dent the Germans' determined defence.

The following day saw the 2/5th Battalion advancing, so they thought, north east through the woods. Taking heavy casualties, they struggled in platoons and companies through the dense forest. When they emerged from the cover of the trees, they reported back that they had taken the north of Belleau Wood. Unfortunately, they had been travelling west, and had merely crossed the Wood at 90° to the defensive lines. They had accidentally rolled up much of the Germans' southern defence line, but exposed their left flank to the remaining Germans.

General Pershing had already announced to the world that the Marines had taken Belleau Wood, so the local commanders set about making that news true. Again, 1/6th attacked from the south and 2/5th from the east. The Germans were prepared because the preliminary bombardment had overshoot by 1000 yards, leaving the front line undamaged. The Germans fought back with everything, including mustard gas. Despite the fierce combat, the eastern half of the Wood was captured by the Marines that day.

Due to the mix up in position, the 1/5th and 2/6th Battalions, coming to relieve the 2/5th, found the west of the Wood full of Germans. Finally, on the morning of the 15th, the Marines were able to get a toe-hold in the western side of the woods. Gas had caused so many casualties by now that the whole 4th Marine Brigade was judged unbattleworthy, and was relieved by the US 7th infantry, who failed to make any headway in the next week.

To break the log-jam, the 3/5th Marines Battalion was brought back to 'clear' the northern part of the woods - resistance still being reckoned to be light. The Germans had manned their line with three fresh battalions, to hold the remainder of the Wood. The attack quickly ground to a bloody halt.

The whole of the Marine Brigade was now recalled for action. At 5pm on the 25th June an attack went in, after a proper all-day bombardment. The attack was



spearheaded by the 3/5th Battalion, with the now-veteran 2/5th and 3/6th Battalions on the flanks. The attackers took heavy casualties, but the artillery preparation had knocked out many enemy machine-guns, and they were running out of reinforcements.

On the morning of June 26th, men of the 3/5th Battalion finally reached the northern edge of the Wood, and were able to signal "Woods now US Marine Corps entirely".

In gratitude for their efforts, the French Parliament declared July 4th that year as a national holiday; the Bois de Belleau would henceforth be known as the Bois de la Brigade de Marine. The cost was 1062 killed and 4121 wounded Marines.

The defence by the Marines saved Paris and removed the last German chance to win the war. The assault also succeeded, but at a very high cost. In this respect the high commanders did no worse (if no better), than their contemporaries during World War I.

At Belleau Wood, the US Marine Corps came of age. For the first time it fought a trained enemy with comparable armament in close combat, and had emerged victorious.

## Scenario Notes

The scenario begins when the first German attacks hit the French forces in front of the Wood on the 28th of May, and continues for 87 turns until the Marine Brigade is withdrawn for refit on the 18th of June.

The French division is made brittle to simulate the forced withdrawal it made on about the 1st of June. By this time the Germans should have occupied the Wood and Hill 142.

## Player's Notes

**AS THE US/FRENCH** player you must first conduct a careful defence with your fragile French troops. As soon as a regiment approaches its brittleness rating, withdraw it. You can often stop the Germans advancing beyond the Wood until the US troops arrive.

With the US troops in hand you must make continual assault on the Germans in and around the Wood, where the victory points are. You have good admin and supply values, so your damaged units will recover quickly. You must, as always, rotate your units as they get tired or low on supplies.

**AS THE GERMAN** player you must quickly establish yourself in defensive positions as far forward as possible. If you can disrupt the Americans as they come on the board, so much the better. Your divisional admin and supply values are not good, so do not indulge in frequent counter-attacks.

## Scenario Variants

1. Assume the French make a good stand here. Remove the brittleness flag and increase their divisional admin and supply values to 4. This will unbalance the game severely, so ...
2. Assume the Germans had got their logistics as well organized as their tactics. Increase their divisional admin and supply to 5 each.
3. Assume that the Wood had not exercised its powers of fascination over the Allied commanders. Delete both objectives for both sides within the Wood, as well as the two adjacent hills.

## BELLEAU WOOD TO IWO JIMA

*"We will not forget you. As we embrace you in uniform today, we will embrace you without uniform tomorrow - er, I mean..."* Secretary of the Navy Josephus Daniels, to the Women Marines being demobbed after WWI

The French high command decided to go over to the offensive. The 2nd division was to rush by foot to a sector near Soissons, to the east of Belleau. The deployment was chaotic, as rain and bad planning had their effects. The Marines reached the start line only half an hour before the attack was due, without their machine-guns.

The attack started at 4.30am on July 18th. With no idea of the enemy's location or strength, they set off into the darkness. They managed to clear a forest just in front of them, and entered the farmlands beyond. The battalions became scattered and lost contact with one another by the afternoon. The German defence was patchy but fierce when encountered, and casualties in some units were heavy. After a quick reorganization they were able to take the town of Vierzy, but were unfit for further attacking by nightfall.

The next day was much the same, and the brigade suffered nearly 2,000 casualties on the two days. The division was once again retired to refit.

Back home the Corps benefited from the publicity generated by the Corps' exploits in France. The Corps now grew to 73,000, undreamt of before the war. Many of these were still doing their traditional duties of ships' guards and base security. Some new parts of the Corps started to appear: the MC Reserve, begun as a legal fiction to exceed the Corps manpower ceilings; the Women Marines, employed to release male Marines for combat; and MC aviation.

The 2nd division had joined the 1 Corps of the new US First Army, which was composing itself for its first attack on the St Mihiel salient. Between the 12th and 16th of September the division made salutary advances with minimal casualties.



The division was next used in the assault of the German line along the Mont Blanc ridge in Champagne. The French had lost three divisions on the approach to this heavily defended line, and were keen to use the relatively fresh US troops.

The division went into the attack on October the 3rd. Two hours after the assault started, the Marines had taken their sector of the ridge, despite the French evaluation of the position as impregnable. The Brigade had paid dearly, though; one battalion was nearly wiped out, and all the others took heavy damage.

The next day they charged down the other side of Mont Blanc towards the town of St. Etienne, now defended by a fresh German division. The Brigade lost 1,100 men that day, their worst single day's casualties in their history. Over the next two days they tried to capture the town, but were too understrength to take the objective.

The last major attack of the war for the 2nd division occurred on November the 1st south of Sedan. The assault broke through the main and secondary lines of the Germans and advanced eight kilometres in one day. The division was able to consolidate its breakthrough with a series of night advances, capturing huge numbers of Germans.

This advance was still under way when the war ended. The Marines were used as occupation troops and even MPs until well into 1919.

The war was over. The Marine Corps' badge had never shone so brightly, and they were a household name. The small size of the Corps' involvement in the war meant that it could keep up a level of well trained replacements that the Army could not match.

The Corps had learnt a lot about modern warfare. The importance of infantry tactics, supporting arms, staff work and communications were all appreciated.

After the war the balance of power in the Pacific altered radically, as the Japanese occupied the Marshall, Carolines and Marianas island territories of the old German Empire. The US Navy decided that it needed a fleet second to none to deter its most likely enemy, Japan, and to keep the British in check.

Consequently, the Corps shifted its main emphasis to the West Coast. An expeditionary force of at least 6,000 men were to be ready to sail at 48 hours' notice at all times. The USMC settled down to the study of amphibious operations in general and opposed landings in particular, as well as continuing its traditional duties on ship and shore.

A series of detailed studies of amphibious warfare and the Pacific theatre produced a prophetic document, Operation Plan 712, which predicted almost all of the hazards and factors of success experienced in the numerous landings of World War II. A number of landing exercises were conducted in the Pacific and Caribbean to turn theory into practice, with mixed success. But they were on the right tack.

The fundamentals of the Marine Corps' theory were that the Naval commander

must be the overall commander, that intensive and well-directed fire must be supplied from the accompanying ships, that air superiority was essential, and that proper organization of supplies and logistics was vital. Use of tanks and artillery in the first wave was foreseen.

Putting the theories into practice proved more difficult. The Navy only possessed two transports and refused to build more, presumably thinking that merchant ships could be used in time of war. No suitable landing craft were developed, and the Navy was uninterested in developing a sound shore bombardment capability. All these had to wait for solution until war threatened once more.

The Marine Aviation units had better success. Their projected use as close ground support saw them actually used in combat in Nicaragua and Hispaniola, and they enjoyed unqualified support from the Marine Corps Headquarters.

Fortunately for the US military effort in WWII, the Marines and Navy together faced these problems in a series of exercises from 1935-1939. Eventually the need for a specially-designed landing craft was accepted. It was produced in 1941 - barely in time. The LCM (landing craft, mechanized) for tanks, amtrack (amphibious tracked vehicle), pin-point naval gunfire with armour-piercing shells, proper handling of ship-to-shore movement, casualties and supplies, all came from these pre-war practice sessions.

The start of WWII in September did little to change the US military establishment's plans or activities. It was not until the stunning German victories in Norway and France that they began to take the situation seriously. An immediate tax increase of \$1 billion was voted by Congress, and the Navy embarked on a gigantic shipbuilding program. Suddenly the Corps was seriously understrength again, as the accumulation of traditional roles and new missions cut into its numbers.

Thousands more were needed for base security duty; the FMF had to be expanded to two divisions, thirteen defence battalions were called for by the Navy, the Marine Aviation group required large numbers of specially intelligent and trained men, and the Corps was encouraged by Roosevelt to form commando and parachute battalions to copy the successes of the British and Germans respectively. When war came to America in December 1941 the Corps was up to 66,000 men but needed 150,000 to fulfil its plans.

The first wartime dispositions of the Marine Corps occurred before the US was actually involved in the war. The 1st Brigade was in Iceland to allow the British more troop strength elsewhere, while the 4th Marine Regiment helped defend Manila.

When the Japanese attacks struck the scattered outposts of the central Pacific the Marine Corps was represented almost everywhere. 112 Marines died in the Pearl Harbour attack. Small units in China and Guam were overwhelmed. The gallant garrison and air force of Wake Island, all Marines, fought for 16 days against the worst the foe could throw at them from sea and air before succumbing to the invasion.



The 4th Marine Regiment formed the garrison of the fortress island of Corregidor. Again they fought with skill, dedication and courage until forced to lay down their arms.

By June 1943 the Corps numbered nearly 150,000 men. Marine Aviation had expanded from 13 squadrons to 87. The Japanese attack had brought the cream of America's youth to join the Marines.

By the middle of 1942 the Japanese were advancing southeast from Rabaul, threatening to cut the US lifeline with Australia. The Japanese attacked in New Guinea and started building a naval base at Tulagi and an air base on Guadalcanal in the Solomon Islands. The decision was taken to counter-attack at Guadalcanal. The 1st Marine Division was chosen for the job.

While the pre-landing arrangements were chaotic in the extreme, the unopposed landing of the 7th of August 1942 went well. The Marines landed and established a defensive perimeter around the airfield.

The fate of the Marines depended greatly on the ability of the Navy to keep them supplied, and to deny the Japanese Navy access to the island. After two days the transports were withdrawn, half unloaded, when much of the covering cruiser force was sent to the bottom by a Japanese flotilla in the battle of Savo Island. The 1st Marine Division was left with no air cover and inadequate supplies.

The Japanese warships were able to bring in 30,000 men with artillery and tanks to contest the island. Not until October did the US Navy regain control of the seas around Guadalcanal. The war in the air was rejuvenated on August the 20th when the first of 15 Marine squadrons to be based at Henderson Field, Guadalcanal, was flown in. In the end they achieved a kill ratio of about 4-10-1, and had sunk ten transport ships as well.

Fortunately for the Marines on the island, the Japanese infantry were unused to facing a resolute defence with abundant firepower. Time and again they flung themselves in human waves at the Marine lines, sometimes achieving penetrations through sheer numbers, but always losing disproportionate casualties. The Marines lost more men to disease than to the Japanese attacks.

The last major attacks occurred from October the 21st to the 28th. 20,000 Japanese assaulted the Marine positions from east and west. Again the defensive fire and careful counter-attacks broke up the charges. The Japanese lost over 3,000 men to about 200 Marines. Their offensive capability was destroyed.

The Guadalcanal fighting is covered by a *Battlefront* scenario in Issue #3 of *Run 5*. It took until February 1943 for the US to mop up the remnants of the Japanese army on the island.

The next occasion on which a Marine Division was used was the invasion of Bougainville, the largest of the Solomons and the next step to Rabaul. The landing of the 3rd Marine Division began on November the 1st 1943, and

progressed with little interference from the Japanese armed forces. For the rest of the month the island provided as many problems, and caused more casualties, than did the enemy.

December found the Japanese well entrenched on a group of four hills, with the depleted division prising them out with artillery and air strikes. The battle for this area demonstrated again the importance of combined arms in the difficult arena of the South Pacific island war. The Marine Division was relieved on December the 27th 1943.

On December the 26th the 1st Marine Division waded ashore at Cape Gloucester on the northwestern point of New Britain. The three weeks of fighting there produced some of the hardest combat yet experienced by these Marines, many of whom were veterans of Guadalcanal. The terrain was even worse here than on Bougainville, but the Japanese were fewer and the troops and support structure more experienced. The division was kept on New Britain by MacArthur in mopping up operations until April 1944. This was the last combat for the Marine Corps in the South Pacific.

The first island to receive the attentions of the US forces in the central Pacific was to be Betio, of the Tarawa atoll. Just five kilometres long and one wide, it supported 4,600 well-armed Japanese troops. Due to the combination of the outlying reefs and the local tides, it was particularly vital that the assaulting troops land swiftly on beaches whose defenders had been well suppressed by a long and heavy barrage. Unfortunately the naval commander of the landing was nervous of Japanese intervention, so he only allowed four hours of naval and air bombardment. This was to cost Marine lives.

For the two days the battle hung in the balance. The four Marine battalions that had landed each lost half their men in attacking the desperate Japanese in their deep fortifications. Finally, with the addition of two reserve battalions the battle swung in favour of the US forces. Another two days saw all the defenders dead or captured, at a cost of 3,318 casualties.

The lessons of Tarawa were there to be learnt. The preliminary bombardment had to be long, methodical and precisely directed against specific targets. Supporting artillery should land on nearby small islands before the main assault. Holes would have to be blown in obstructing reefs, or more amtracks provided. More work would have to be done on the co-ordination between infantry, armour and artillery in the tactical sphere, so that the flamethrowers and engineers would get a better crack at pillboxes.

The Marine idea of having reporters trained as infantry in the front line of battles almost backfired at Betio. The reports printed in the Americans newspapers were so horrific that Commandant Vandegrift had to work hard to prevent a Congressional investigation into the battle.

The 4th Marine Division were involved in the Marshalls campaign. They were assigned to take the small islands Roi and Namur on February the 1st 1944. The



experience of Tarawa showed. Two days of bombardment were followed by the landing of artillery on small islets nearby. The two regiments cleared their islands in less than two days, with acceptably low casualties.

Another assault was planned at Eniwetok at the western edge of the Marshalls, only 500 miles from the big Japanese base at Truk. Again the Marine Regiment involved (the 22nd) proved itself, overrunning two islands in two days. The Americans seemed to have the Japanese' number. Next stop was the Marianas - Saipan, Tinian and Guam.

In contrast to the atolls previously encountered, these were larger islands with a civilian population and cultivated areas. The Japanese knew the Americans were coming and dug in to wait. They had originally planned a mobile defence, but fortunately for them they were not able to get many vehicles onto the islands, due to the American air interdiction of their supply routes. They therefore decided to destroy the US forces on the beach. Artillery and tank-infantry groups were positioned on reverse slopes, almost immune from the flat trajectories of naval guns.

Saipan was the first to go under the hammer. On June the 15th 1944 a force consisting of the 2nd Marine, 4th Marine and 27th Infantry Divisions was to attack this stronghold. The four-day bombardment was not well executed, being mostly conducted by carrier planes and fast battleships, rather than the well-trained old slow battleships. The location of the bombardment gave away the exact landing beaches to the Japanese, who moved up reinforcements and waited.

The plan was for the amtracs to carry the Marines well inland, up to the base of the ridge that was the first day's objective. The Japanese made this impossible by shelling the slow-moving vehicles as they crawled across the beach. The two Marine divisions were ashore on schedule, but struggled for the first three days to clear the beachhead of the fanatical defenders, let alone advance to the ridge-lines.

The Marines cut across the narrow centre of the island and turned towards the mountains and rugged plateau of the north. The 27th Infantry tackled the southern half of the island. Meanwhile the US 5th Fleet engaged and defeated the last large-scale carrier air strikes of the Japanese in what the US pilots were to call the Great Marianas Turkey Shoot. Chalking up kill ratios of 10-to-1, they ensured that the Japanese carriers would never threaten the US Navy or its landings again.

By July the 9th the island was declared secure, after 12,000 Marine and 4,000 Army casualties. The Japanese had thrown away many men in barnai assaults, although one of them had overrun two Army battalions in the last three days of the battle. The Americans had paid a heavy price to breach the National Defence Area.

The entire Saipan campaign is included as a scenario in the original *Battlefront* game.

The fall of Saipan had two wider effects. One, the government of Hideki Tojo fell and with it the Japanese military party's ambition to win the war. Two, the Marine commander, Holland "Howling Mad" Smith, relieved the commander of the 27th Infantry, Ralph Smith (no relation), for its lack of drive and vigour in the campaign. This poisoned the relationship between the Army and Marines in the Pacific theatre for the rest of the war, and the Army was determined that a Marine would never again command Army troops.

The Americans found they had more to learn of the art of amphibious warfare. The co-ordination between the infantry and supporting fire from air, sea and artillery was poor. Too often the infantry did not move into the attack until well after the supporting barrage had ceased, giving the Japanese time to reoccupy their defensive positions. Moreover, the logistics had not been well managed, due partly to a shortage of shipping space for trucks.

Nevertheless, the Americans had taken, in a moderate time, an island that the Japanese could not afford to have fall. The Marines had again showed their willingness to press on with the attack, regardless of heavy casualties.

The 4th Marine Division was now slated to assault Tinian, a small flat island near Saipan. The island was pounded from air and sea, and from thirteen artillery battalions on southern Saipan. When the men splashed ashore on July the 24th, the whole division took only 300 casualties. Joined by the 2nd Marines the next day, they rapidly pushed the Japanese into the rough terrain at the southern tip of the island. One week of fighting cleared the island of 9,000 defenders, at a cost of less than 2,000 Marines. This was probably the most skilfully conducted amphibious battle of the war.

While the fighting continued on Tinian, the 3rd Marine Division plus the 1st Provisional Marine Brigade were ready for an assault on Guam, the largest of the Marianas. Having lived aboard ship for a month, the Marines were glad to be going ashore as they moved onto the beach on July the 21st. Again the landings themselves proceeded smoothly, but the fight to secure the hills around the beachhead was a tough one. Joined by the 77th Infantry Division on the second day, the Marines fought hard for four days to get off the beaches. The 3rd Marine Regiment suffered most as the casualties mounted; two of its battalions were down to company strength.

By August the 10th organized resistance on the island was over, although guerilla warfare by the 8,000 remaining Japanese continued until well after the war had finished. At a cost of 8,000 casualties the campaign had been won - by the overwhelming American firepower, and the determination and tactical finesse of the Marines and GIs.

The 1st Marine Division was slated to make an assault on Petelieu, the westernmost of the Caroline Islands. Designed to help MacArthur's projected invasion of Minandao, it was rendered meaningless by the decision to go for Leyte instead. Still the landing went ahead.



Peleliu is an island composed of volcanic limestone and coral, covered in dense scrub, swamps and jungle, with hills, caves and cliffs. A more ideal site for the Japanese style of defence could hardly be imagined.

The confident veterans of the 1st Marine went ashore on September the 15th 1944. A relatively short bombardment of two day's duration did little to nullify the Japanese positions. The Marines were hit with everything as they approached; a storm of artillery and mortar fire descended from above, while a curtain of machine-gun fire greeted them from hidden positions. The division lost 1,300 on the first day, double the staff predictions.

The Marines finally cleared all but the northern portion of the island of its 6,000 defenders after a week's hard fighting. The Umurbrogol Ridge in the north of the island sheltered most of the remaining Japanese. The divisional commander refused reinforcements and pushed his battalions into the fight once more. Every man in the division who could hold a rifle was brought into the fight to fill the thinning ranks of the infantry companies. When the battle was over and the counting started, 6,336 Marines were casualties. The campaign that was projected to last four days had taken four weeks.

### 3. IWO JIMA

*"Uncommon valour was a common virtue" Admiral Chester A. Nimitz*

Operation Detachment, the plan to capture the island of Iwo Jima in February 1945, was a vital part of the American strategy of island-hopping their way to Japan. Possession of Iwo Jima and its two airfields (with a third under construction) would cut the Japanese links with the huge expanses of ocean that they still controlled. It would also enable the air force to escort the B29s now bombing Japan from the Marianas Islands. It was thus an obvious target - a fact which was itself obvious to the Japanese.

The Japanese armed forces had suffered an almost unbroken string of defeats for over two years. Even their prepared defences of islands had resulted in far more casualties for themselves than for the attackers. They looked to change this with a range of new tactics.

Gone would be the reliance on fanatical banzai charges to decide the issue. They had proved wasteful of manpower, and had not succeeded in a single instance, close though they were to the heart of the Japanese warrior.

Iwo Jima was to be fortified to the limit. The island consisted of the relatively small Mount Suribachi in the south, and the larger Motoyama Plateau in the north (supporting the airfields), connected by a plain of volcanic sand. This sand would cause great problems for the Marines, as it was too soft to dig in properly, and virtually prevented running. "Like trying to fight in a bin of loose wheat" was the comment of the 4th Division's official history. Both elevated areas were naturally

endowed with hundreds of caves, which the Japanese augmented and interconnected with kilometres of tunnels. Thousands of concrete emplacements were built, and the Japanese spread their supplies, ammunition, and 21,000 men over many sites so that they would not all be destroyed or captured at once.

The Japanese plan was to cause such horrific casualties to the Marines that the US high command would reconsider any further invasions this close to the homeland.

The American plan for the invasion was simple. They would use two Divisions of Marines for the main invasion, the 4th and 5th, and hold the 3rd in reserve to be committed if necessary. The only possible landing place was the eastern shore of the volcanic plain, where eight Battalions would alight on the first day. This meant that there was inevitably going to be incredible congestion on the first day, no matter how well the landing went, with over 50,000 men packed into 2 square miles of open plain - the Japanese gunners would find it difficult to miss.

The Americans had also taken account of their experiences in previous invasions. Each Battalion now had an assault platoon attached, equipped with flamethrowers, bazookas and satchel charges. The tank Battalion increased their numbers of flamethrower tanks. A two day bombardment from hundreds of warships would take care of the surface defences.

The landings occurred in the early morning of February 19th, 1945. The Japanese held their fire until the Marines stepped ashore from their amtracs, then let loose with artillery and mortar fire in an intensely unequalled in the Marines' history. The two Divisions making the initial assault suffered 2,300 casualties in the first day, taking an area only half that of the first day objectives. The Marines scooped shallow foxholes in the volcanic sand and waited for the usual counter-attack ... which never arrived. Few Marines had even seen a live Japanese soldier so far, and no prisoners were taken.

The next few days were spent in cutting across the island, and working through the preliminary defences at the base of the Motoyama Plateau, including the first airfield. At this stage the 4th Division held the left flank and the 5th Division the right. Most of the 3rd Division was soon committed to the fight in the central front, as units ran low on men and officers.

February 23rd (D+4) saw the historic capture of Mt Suribachi by the 28/5th Regiment, with the famous flag-raising under fire. The Secretary of the Navy, James V. Forrestal, witnessed this from off-shore, and said to the Marines' commander, Holland Smith, "The raising of that flag on Suribachi means that there will be a Marine Corps for the next 500 years". Smith turned to an aide and whispered "When the war is over and money is short they will be after the Marines again, and a dozen Iwo Jimas would make no difference". How right he was.

Iwo Jima was a battle that required the closest co-operation between the infantry, armour, engineers, artillery, naval and air powers for the Marines to succeed.



Fortunately they had gained the experience in the last two years to develop an outstandingly successful doctrine that ensured that support was available where it was needed as soon as possible.

The Japanese defenders fought with their typical dogged skill, not giving ground where unnecessary, not expending themselves uselessly in counter-attacks, using the terrain and their superb spotting positions on the top of the Motoyama Plateau to the best advantage. Often they would let the Marines advance past a hidden position, then open fire from the rear. There seemed to be no front line on the island; areas that were thought to have been 'secured' had to be cleared and cleared again before they were safe.

The campaign would not be over until March 16th, as the exhausted Marine Divisions slowly eliminated pockets of resistance in the north of the island. The Japanese garrison had, in the main, died in place as ordered. The 21,000 defenders had caused 28,500 casualties to the attackers; the first time in the Pacific campaign that the Japanese had inflicted more casualties than they had taken.

### Scenario Notes

The whole island of Iwo Jima was covered by Japanese defensive works. To simulate this all terrain is more resistant to attack, especially by artillery, than would otherwise be the case. To allow for the exposed and crowded US positions along with the well prepared Japanese artillery, all Japanese artillery ratings and strengths have been increased. The Japanese units with zero movement allowance represent the fact many units, while forbidden suicide attacks, had no qualms about suicide defence. Many expected to die in place.

### Player's Notes

**AS THE US**, your only task at first will be to win a beach-head large enough to deploy your troops. The 5th Division must head for the **West Coast** and also contain **Mt Suribachi**. The 4th Division must capture **Airfield 1**. Be prepared for some high casualties in doing so, especially from minefields. The 5th must then clear **Mt Suribachi**. When you have the necessary room you can rest, reorganise and then drive north.

The 5th should drive along the western coast to **Hill 362a** and **Hill 362b**. The 4th must clear the **Ampitheatre** before assaulting **Hill 362c**. When it arrives, the 3rd can assist in the south if necessary, before striking up the heart of the island for **Airfield 2** and **Motoyama**.

While you have excellent troops, they must be carefully managed to ensure victory. KIA'd units, especially armour will be expensive in victory points. The US has large numbers of OBS points during the day. These are necessary for a

successful attack but can also be used to repulse the expected Japanese attacks on weakened units.

**AS THE JAPANESE**, your job is to hold on to key terrain features and delay the US advance as long as possible. Your artillery units can give you an edge in attack if allocated carefully. Attacks at night will be most effective due to the absence of the overwhelming US OBS. Attacks in bad weather should be considered for the same reason. Attacks should only be made against US units in bad shape. Units who have spent some time in minefields are obvious candidates.

Your men will be most effective in their forts, so these should not be abandoned lightly. If you can keep the US player off balance and unable to concentrate his power you can win.

The 109th Division has responsibility for the defense of the North, with the 2nd Brigade and the Navy defending the **Ampitheatre** and **Turkey Knob** respectively.

### Scenario Variants

1. The 3rd RCT of the 3rd Marine Division remained in reserve and were not committed at Iwo Jima. Assume that they were used and land them after the 9th RCT. Model them on the 9th RCT but make the three infantry battalions strength 12 and the artillery unit strength 4.

2. The D-Day weather for Iwo Jima was excellent, with very light seas. Assume that the weather deteriorated, hampering supply operations. Reduce the Supply value by 2 and the admin value by 1 for all regimental HQs of the 4th and 5th Divisions.

3. Assume that the preliminary bombardment had been more effective. Remove three forts of the US player's choice.

### 4. OKINAWA - THE SHURI LINE

*"You cannot by-pass a Jap because a Jap does not know when he is by-passed"* A Colonel of the 96th US Infantry Division

Two weeks after the campaign on Iwo Jima was officially over Operation Iceberg, the invasion of Okinawa, began. The decision to take Okinawa was made at the same time as that for Iwo Jima, and for much the same reasons: it would provide a good airbase close to the Japanese home islands, and be an excellent stepping stone for the projected invasion of Japan in late 1945 and early 1946. Again, these facts were as evident to the Japanese defenders as they were to the Allied high command.

The Americans thought they knew what to expect after the Iwo Jima campaign. A fanatical defence of position after position, each having to be winkled out by flamethrowers, demolition charges, and sometimes even direct fire from 14" naval



guns. There were known to be around 100,000 defenders on the island, good quality troops in the main, well supplied with artillery and automatic weapons.

The Japanese planned to defend the southern third of the island as they had the northern part of Iwo Jima - tunnels, caves, concrete emplacements and a strict ban on vain suicide attacks. This part of the island contained the best defensive terrain, as well as four air-bases, the port of Naha, and the best beaches and anchorages. The rest of the island would be covered by delaying forces, and left to the acknowledged US superiority in air and sea power. The defenders included the crack and experienced 62nd Division, the green 24th Division and 44th Mixed Brigade, as well as numerous independent small units, including 10,000 naval troops, the elite 5th Artillery Command, the 27th Tank regiment and 20,000 native Okinawans (*Boetzi*).

The Americans hit the island with everything they had. Carrier planes and B29s bombed airfields in Formosa, Japan and other nearby islands to suppress Japanese raids and kamikaze missions; a full week was spent pounding the island from sea and air. Unfortunately much effort was expended on empty ground, as the northern two-thirds of the island, including the landing beaches, was almost empty of Japanese. Several small islands in the group were taken to eliminate threats from the bases there, including a flotilla of suicide boats. The invasion force consisted of the 7th, 27th, 77th and 96th Infantry Divisions, and the 1st, 2nd and 6th Marine Divisions, accompanied by 1,500 ships of all types.

The landings began on April 1st and initially went well. The Japanese had chosen not to contest the beaches. The 1st Marines landed and were held in place to act as the local reserve. The 6th Marines were given the task of clearing the north of the island, as they were not as experienced as the other Marine divisions. The 2nd Marine Division performed a landing feint near the south eastern corner of the island to pin Japanese reserves.

The only serious resistance encountered in the north was in the Motobu peninsula, where the single battalion allocated to the north of the island made its last stand. The 29th Marine Regiment came to a sudden stop when it hit the determined defenders of this area, and the 4th Regiment was called in to help.

In an original piece of tactics the two regiments attacked from orthogonally opposite sides of the hill that dominated the peninsula, and crushed the Japanese like a vice. Three weeks after the original landings, the north of the island was secure. The two Marine divisions (the 1st and 6th) were kept there as reserves.

On the 6th of April the gigantic battleship Yamato, the pride of the IJN, sailed on a one-way mission to interdict the US Navy off Okinawa. The Allied air forces had kept an eye on her, and detected the movement straightaway. Within 24 hours, she joined her cousins on the sea bottom. But she had done some good; the distraction allowed a huge aerial kamikaze attack to achieve unprecedented success. An air armada of 700 planes, over half kamikazes, struck the US fleet.

Six ships were sunk and seventeen damaged. If this rate of success was continued, the kamikazes had a real chance of delaying or even stopping the Allies at Okinawa.

It took until April 8th for the two Army divisions to work their way through the scattered defenders and outposts up to the main Japanese defensive line along the Kakazu ridge, one of a series of rugged terrain features that ran directly across the US line of advance. These defences were part of the first Shuri defence ring, a fortified line extending across the island through the town of Shuri, which was an ancient castle and the centre of the defences.

By the 12th of April the defenders had brought the Americans to a standstill. The men would work their way up a hill through artillery, mortar and machine-gun fire, take the crest, and then be pinned down or driven back by the main Japanese position on the reverse face of the slope, almost immune from indirect fire. The 'blowtorch and corkscrew' tactics developed by the Americans, referring to the use of flamethrowers followed by demolition charges, were needed at almost every step. Often the defenders of a position were entombed alive and by-passed, only to appear elsewhere having escaped through a tunnel.

The Japanese command was divided between the cautious realists, led by the highly competent General Ushijima, and the 'fire-eaters', the junior and less experienced officers. Encouraged by the course of the battle thus far, Ushijima gave the fire-eaters their way on the 12th of April, and put in a six battalion attack that night. The Americans had decoded the signal flares using a captured signal book, and were prepared. By the light of star shells from the ships off-shore, US firepower blew the attack apart before it could get going. Still the Japanese persisted until the 14th, when Ushijima finally put an end to the slaughter. It was a return to the worst of Japanese tactics, relieved only by the lack of the suicidal and unproductive banzai charges.

Lt. General Buckner, Tenth Army commander, decided on a large frontal attack to crack the tenacious defensive line. On the 19th of April all three front line divisions (XXIV Corps) went over to the offensive.

The preliminary bombardment was ferocious. Over 600 planes, 18 warships and 300 guns opened up. The net result was estimated later to be about 200 Japanese dead. The defenders reappeared from their tunnels when the barrage stopped, and halted the advance in its tracks. The longest gain was around one kilometre in the west; many units ended the day on their start lines.

The 2nd Marine Division was again used for a landing feint to distract the defenders, who were in fact expecting another landing. In one of the most unfortunate decisions of the campaign, the experienced 2nd Marines were then sent back to Saipan, not having seen action on Okinawa at all.

But the strain told on the defenders. Every gun, man or position lost could never be replaced. Slowly the Japanese were forced back by the unrelenting pressure. On the night of 23/24th April, the Japanese fell back to their second line.



After a month of combat, the US Tenth Army was in trouble. Three infantry divisions, the 7th, 27th and 96th, had attacked for all they were worth against the first Japanese defensive line for three weeks and had taken more casualties than metres of ground.

There were two alternatives available to Buckner at this point: he could use his reserves (1st and 6th Marine and 77th Infantry Divisions) to replace his exhausted front line units, or he could make another landing behind the Japanese defensive lines.

Buckner chose the first course for two main reasons: he was in a hurry, and organizing another invasion would mean two weeks of delay; and he feared "another Anzio, but worse". The 27th and 96th Divisions were pulled out on the 30th April and replaced by the 1st Marine and 77th Divisions respectively. The 7th had to wait another 10 days until the 96th was ready to return.

At first the fresh troops made little difference. For a week, the US troops advanced perhaps two kilometres in the centre, and less on the flanks. The Americans had run into the second Shuri line of the defence ring. The men had to go through it all again; the names changed but the tactics remained the same. The small-unit combat teams of the Americans were working together well now, with the teams of men and tanks protecting each other as they closed right up to the Japanese positions and fought it out man to man. The traditional US approach of identifying enemy positions with infantry and destroying them with artillery did not work here, as the Japanese merely retreated into their tunnels and caves until the shelling stopped.

Ushijima once more allowed himself to be talked into an offensive. Encouraged by the stalemate at the front, he planned an attack for the 4th of May, to be accompanied by massive kamikaze strikes on the US Navy. The 24th Division, the 27th Tank regiment and the 44th Ind. Mixed Brigade were to lead the assault, and miscellaneous small units would make landings behind the American front to disrupt supplies and communications.

After a half-hour barrage of over 13,000 rounds, the attack went in early in the morning. The coastal landings were an abysmal failure; most were penned in or destroyed within minutes of debarking. The main assault met the fate of the earlier attack: US firepower rapidly decided the issue.

Incredibly, another assault was put in the next night, and actually achieved a small breakthrough. By the next day, the Americans had restored the front and killed all of the successful attackers. The two attacks had cost the Japanese hundreds of planes, 5,000 casualties, almost all their tanks, and 60 precious guns. The US losses amounted to six ships sunk, six damaged, and 720 land casualties. The Japanese attack was another expensive failure.

The 1st Marines had taken more losses in their continued attacks on the western flank than the two army divisions did in defence. By the 11th of May the refreshed 96th Division was brought back into the line to replace the 7th, and the 6th Marine

Division was added to the western flank. Buckner scheduled an all-out attack along the whole line for that day. The Japanese, certain by now that no second landing was coming, committed most of their reserves. The fighting went on, hardly moving, for ten days.

At the end of this period, the Japanese line was in danger. Both flanks were bending back, and the Americans were on the outskirts of Shuri in the centre. On the east coast, there was a real possibility of a breakthrough as the US troops opened a gap between the Japanese and the shoreline. At this point the rains, unseasonably late, started. Much of the front became a sea of mud, even stopping amtracks. The only significant advance was made in the west, where the Marines finally took the town of Naha, largest in Okinawa but virtually deserted now.

The Marines also began to outflank Shuri to the south west. The situation looked desperate to General Ushijima, as he had no hope of reinforcement. The only viable option open to him was to abandon the hard-fought-for Shuri line and retreat into the very southern portion of the island, where a last defensive line had been prepared.

The Japanese took advantage of the cover afforded by the constant rain to stage their withdrawal, skilfully covered by a rear guard. The withdrawal was complete by 28th May, but the Americans only realized that it had happened at all on the 30th, when a Marine unit slipped through a gap in the rear guard and took Shuri castle. Even then, the town proper held out for another day. When the men finally entered the ruined town, it was deserted.

## Scenario Notes

The scenario begins with reformation of the III Amphibious Corps as the 6th Marines enters the line to the right of the 1st. The resulting bloody struggle for the Shuri line was only stopped by the cyclonic storms that commenced on the 22nd of May and rendered offensive action impossible.

The Japanese defended their positions to the death and withdrew only under the cover of the storms. To simulate this many Japanese units have zero movement allowance.

Each side will take heavy losses and if both have held at the end then the issue may be decided by casualties inflicted as well as objectives held.

## Player's Notes

**AS THE US**, you must conduct a steady and calculated assault on the Shuri line to be successful. Careful co-ordination of assets and OBS is essential. Marine losses will be high but your excellent supply and elite troops should allow you to maintain steady pressure. Watch for any weakening in the Japanese lines and



hold try to hold any gains without overreaching. Pushing exhausted troops, even marines, can result in disaster.

The 1st Marines' ultimate objective is **Shuri Castle**, but **Dakeshi** must be reduced first. The 6th Marines must cross the **Asa River** and assault the **Sugarloaf** and **Horseshoe** hills which dominate the **Shuri Line** in the 6th Division's sector. These must fall before the Japanese rear areas at **Kokuba** can be taken.

**AS THE JAPANESE**, many of your units are dug in and these must form the backbone of your defense. The mobile units you control are essential for shoring up the weak points caused by US assaults. Holding the line is your only aim as in so doing you will have caused heavy losses to the US. Your units will also suffer but you may be certain that the US player is probably suffering in at least equal measure.

The **Shuri Line** must be held. The 44th Independent Brigade is responsible for **Sugarloaf**, **Horseshoe**, **Hill 55** and **Makuba**. The Navy is responsible for the **Naha** area including **Makishi**, while the 62nd Division defends **Wana** and **Shuri Castle**.

### Scenario Variants

1/a Assume that Japanese kamikaze attacks are having a greater than historical effect on US shipping. Reduce divisional and regimental supply values by 2 points.

1/b You can also assume that the US carriers were being somewhat diverted and reduce the reliability of US OBS by 2.

2 Assume that heavy rains which stopped the US offensive arrived earlier. Reduce the scenario length by 4 days.

## 5. OKINAWA - THE FINAL REDOUBT

*"It's all over now but cleaning up pockets of resistance. This doesn't mean there won't be stiff fighting but the Japs won't be able to organize another line" General Buckner, May 31st 1945*

By early June, when the rains had subsided, the Americans were advancing faster than ever before. They had come three kilometres in a week - fast by Okinawan standards. They started to by-pass the **Oroku peninsula** on the west coast, held by the troops of Admiral Ota's naval base force.

On the 3rd of June two regiments of the 6th Marine made a landing on the northern point of the peninsula. The landing by sea was considered easier than moving the men in the mud.

By the 6th, elements of the 1st Marines emerged from the mud and cut off the eastern side of the peninsula, isolating it. The fanatical men of the IJN were

prepared to die to defend the naval base on **Oroku**, and would ensure that the maximum price would be extracted from the Marines in the process. They had equipped themselves with machine-guns and cannons from wrecked planes, and made extensive use of mines. Ota's men fought on until 12th June, when resistance collapsed and Ota committed **hara-kiri**.

The remainder of the Japanese forces on the island, about 30,000, had retreated to a new line in the south. Only one third of these, however, were trained infantry. The Japanese were running out of men. The support troops fought as bravely as the rest, but not so well. The now-familiar process of prising the defenders out of every nook and cranny in the convoluted hills continued. Tanks were of little use, as the ground was still soft from the rains.

Again the Marines and the GIs faced the daunting prospect of resolutely held ridge lines raining mortar and machine-gun fire on them as they struggled up the slopes. The Japanese had very few heavy guns left, which eased the Americans' task somewhat. General Ushijima sensed the end was at hand, as the first ridge line fell in only 12 days. On 17th June the Japanese front collapsed, so Ushijima, after one final, futile counter-attack, ordered his men to infiltrate through the US lines and carry on guerrilla warfare in northern **Okinawa**. He and his staff took refuge in a cave near the island's southern shore. He committed **hara-kiri** on June 22nd, when US troops approached.

Towards the end of the campaign, a regiment of the unused 2nd Marine Division was put into the line. It was noticeable that the fresh but experienced men of the 2nd were able to accomplish much more than the tired and diluted veterans of the other divisions. This is an indication that a more frequent rotation of troops, which the retention of the 2nd would have made possible, may have speeded up the campaign.

General Buckner was killed on the 18th of June by an artillery shell, in the final days of the drama that was **Okinawa**. He was the highest ranking American officer to be killed in combat in WWII, and he died only two months before the end.

The total Allied losses were 49,000 casualties, of which 9,700 were naval personnel - the worst losses in the navy's history. The naval dead (4,900) outnumbered those of any other service in the campaign. They also lost 221 tanks (over half the original force), 36 ships sunk and 368 damaged, and 763 planes.

The Japanese losses were 110,000 troops and thousands of civilians. They also lost 16 ships sunk and 4 damaged, and, incredibly, 7,800 planes. But they had served their emperor well, and delayed the Allies by 83 days - nearly three times as long as originally estimated by the Allied planners.

The island fighting had shown that the only way to deal with determined defenders who would not surrender was with fighting men of equal skill and determination who would not relent. The desperate, resolute and intelligent defence of **Okinawa** by the Japanese must have been a factor in the decision to



drop the atomic bombs on Japan. After all, if they fought in that fashion for an island populated by people they considered their interiors, how would they fight for their homeland?

### Scenario Notes

The Japanese vacated the Shuri line under cover of the heavy storms. After the rains abated somewhat, the US forces took up the pursuit. This scenario depicts the contribution of the Marines to the closing stages of the Okinawa campaign. Movement costs are greater than in the Shuri scenario due to the sodden ground.

### Player's Notes

**AS THE US** you must drive south and assault yet another fortified line. To win you must clear Oroku and breach the Japanese defences near Kunishi Ridge. The Japanese troops are weaker now but still occupy formidable positions, so all previous comments about assaulting fortified lines still apply.

Be prepared for the arrival of the 8th R.C.T. late in the game. A fresh unit can make all the difference.

The 1st must attack towards Itoman, clearing important terrain around Dakiton, en route. Once accomplished, the main defensive line on the **Kunishi Ridge** must be penetrated to reach **Makabe**.

The 6th Marines has been split into two groups to clear the **Oroku Peninsula**. Once cleared the 6th should proceed south and support the 1st by striking **Kyamu**.

**AS THE JAPANESE** you still have excellent positions, but the quality of your troops has suffered. You must be extremely careful in choosing attacks. Base units and Boeitai are not suitable for any real offensive action. If you can delay the fall of Oroku and hold the line at Kunishi, you should win.

The Ad Hoc formation must delay the advance of the 1st Marines on Itoman. The Navy defends **Oroku** to the death. The 24th division holds **Kunishi Ridge** and then makes its last stand at **Makabe**.

### Scenario Variants

1. (a and b). Same as Shuri.
2. Assume that the 8th R.C.T. clean up their small island objectives earlier. Change their arrival to turn 25.
3. Assume that the rain clears earlier and therefore allows easier movement. Adjust all the movement values for all terrain to that used in the Shuri scenario.

Also adjust the movement allowance of US divisional HQs, which were reduced to reflect the logistical difficulties of the poor ground conditions.

4. Assume that more of the Japanese 24th Division's battalions remain intact for the defence at Kunishi. Substitute standard rifle battalions for the Boeitai battalions used and add 1 to the experience rating of all 24th Division rifle battalions.

## FROM OKINAWA TO KOREA

*"In Asia ... free countries are struggling to meet Communist aggression ... Some ... are battling the Communist armies of Soviet satellites; some are engaged in bitter civil strife against Communist-led guerillas; all of them face the immediate danger of Communist subversion ... this campaign threatens to absorb the manpower and vital resources of the East in the Soviet design of world conquest ... the continued independence of these nations is vital to the future of the free world" President Harry S Truman, 1951*

The Marines had significantly assisted in the defeat of an enemy which they had spent twenty years preparing to fight. No branch of the United States armed forces emerged from WWII with such a reputation for combat readiness and worthiness than did the Marines. It had expanded to a high of over 450,000 serving men and women, and had fielded 6 divisions, 4 air wings and 4 carrier air groups. It used such weaponry as tanks, amtracks, heavy artillery and reconnaissance units for the first time in its history.

The only question that remained was: was there a role for the Marines in a new age of nuclear warfare, with the only fleet hostile to the USA gone?

The 2nd and 5th Marine Divisions joined the occupation forces in Japan, where things went so smoothly that they were out in six months. The 1st and 6th Divisions had a harder time in the occupation of North China. They were ordered to keep out of the continuing civil war between the Nationalists and the Communists, and spent their time repatriating the 500,000 Japanese soldiers still performing security duties in the area.

As the demobilization continued these divisions dwindled to the strength of battalions, and found it impossible to keep out of the way. The Communists made their objections to the presence of foreign troops known, and the Marines suffered 50 casualties over two years to minor sniping and ambushes. With the collapse of the Nationalist government in 1949 they were withdrawn.

The two years following WWII were busy ones for the Marine Headquarters and their friends in Washington. Powerful moves by the Army to strip the Corps of its Fleet Marine Force and its Aviation were only defeated by the most intense manoeuvring under fire since Okinawa. The Corps emerged victorious, with a



piece of legislation passed by Congress that guaranteed its existence and protected its FMF and Aviation sections.

The main threat to the Corps' viability as a force in readiness came from Truman's determination to cut government spending, especially military spending. At a time when strategists thought an appropriate military budget would be \$30 billion, Truman was spending \$14 billion. The Corps' share of this money was very small, and they had to constantly economize on equipment and manpower. The size of the FMF shrank from two divisions and one Air Wing to two regiments and 12 squadrons by 1950. As before, the Marines were saved by the advent of war.

The North Korean invasion of the south of the peninsula came as a devastating shock to the Western world. Months of negotiations were put aside as a direct military solution to the conflict was sought. On June 25th 1950, eight Russian-armed and -trained divisions of the North Korean People's Army (NKPA) brushed aside the poorly armed and supported units of the army of the Republic of Korea (ROK) and headed for Seoul.

The United States decided to intervene to protect its client state, South Korea, within a week. The armed strength of the US forces in the area had been allowed to decline almost to the point of helplessness. Nevertheless, men were committed, and they did help to slow the victorious NKPA substantially, at a cost. By August the UN forces had been pushed into a corner at the south east of the Korean peninsula known as the Pusan Perimeter, after the large port it contained. The perimeter was defended by four American and five ROK divisions, facing thirteen NKPA divisions.

The American Eighth Army defended the left flank of the front with three weak infantry divisions, and held the battle-scarred 24th Infantry in reserve. Another attack was expected shortly, and the situation was considered desperate.

## 6. PUSAN - SACHON

*"Following Brigade rapid advance from Chindong-ni to Sachon in which this Brigade attacked, overcame, and pursued the enemy, the 25th Infantry Division directed the withdrawal of this Brigade in order to hold a defensive position and mop up enemy resistance in the zone of action of elements of the 25th Division" 1st Provisional Marine Brigade order, 13 August 1950*

The 1st Marine Brigade, consisting mainly of the 5th Marine Regiment, landed at Pusan on August 2nd, and was to go into action on the 7th. The plan was to launch a counter-attack on the very southern end of the North Korean front, to draw NKPA attention and reserves from their anticipated attack on the centre of the US line. The attacking forces were designated Task Force Kean, and consisted of the Marines, the 5th Regimental Combat Team (RCT) and two regiments of the 25th Infantry Division.

The attack would jump off from the coastal town of Masan and head towards Chinju, cutting off a large peninsula and threatening the right flank of the entire NKPA line. The 35th Regiment of the 25th Division would take the inland road through Pansong, the 5th RCT would accompany the Marines down to Chindong-ni and then cut across to Pansong, and the Marines would take the longer coast road through Kosong and Sachon - their first major objective. The 24/25th Regiment would secure the rear areas.

Facing TF Kean was the NKPA 6th Infantry Division, reinforced with the 83rd Motorcycle Regiment. This force was also about to put in an attack, hoping to stage an 'end run' on the weak left flank of the UN forces and roll up their line. The initial set-up advances of these two forces collided at Chindong-ni on the night of August 6/7th.

From then until the morning of the 9th the fighting swirled around the hills overlooking Chindong-ni. The NKPA positions here were eventually wiped out and the advance began to get under way. The Marines headed south along the coast road, and arrived at Taedabok Pass, a narrow defile 15km short of Kosong, on the 10th August. The day was spent clearing the hills overlooking the pass of an ambush.

When the lead elements of the force arrived in Kosong the next morning, they surprised about 100 vehicles of the NKPA 83rd Motorcycle Regiment. Good co-operation between the ground troops and Marine Air Group 33 ensured their destruction, at a cost of two Corsairs down. The 24km from there to the village of Changchon were almost uncontested.

Again, at this point the road passed between high hills, and again the NKPA prepared an ambush here on August 12th. The Marines were expecting this by now, and the over-eager NKPA troops sprang the trap too early. The fighting to clear the hills took all afternoon, and resulted in many Marine casualties.

The next morning it was planned to reach Sachon, the first objective for the Marine Brigade. But back at Chindong-ni the NKPA had come out of the hills to attack the UN forces' lines of communications. Two Army artillery battalions had been overrun, and the 3/5th Marines were sent back to recover the potentially dangerous situation. If the NKPA could get through to Masan all of TF Kean would be cut off and in danger of annihilation.

The 3rd Battalion arrived back at Chindong-ni by dusk of the 12th, and had cleared the area and the surrounding ridges by 10am the next day, without a single casualty.

The Marine Brigade was now fighting on two fronts 40km apart, facing in opposite directions. Their leader, Brigadier-General Craig, commanded from a helicopter. At midnight of the 12/13th, the rest of the Brigade received orders to withdraw back to the Chindong-ni area. As they started to move in the early morning, an all-out NKPA attack hit them. One platoon was overrun, and the pressure did not let up until dawn, when artillery and air power forced the attackers to retreat.



The Marines were finally free to withdraw from combat to prepare for MacArthur's masterstroke - the landing at Inchon.

### Scenario Notes

As very little detail was available, the exact composition of the NKPA units as portrayed in the game is unknown. Nevertheless the names, locations and approximate strengths are right.

Both sides are given as night combat capable to simulate the NKPA's preference for nocturnal combat and the Americans' demonstrated ability to cope with it.

The Marines have been split up into company-size units to reflect their usage as virtual battalions.

### Player's Notes

**AS THE US**, you must first deal with the extensive NKPA forces on your flanks. They should be wiped out if possible, but leave the GIs to deal with them and push the Marines south as soon as practical. You must take Sachon and/or Chinju to secure victory.

The American 25th Infantry Division must hold Masan and Chindong-ni. The 1st Marine Brigade are to attack along the path Kosong-Changchon-Sachon-Chinju.

**AS THE NORTH KOREAN**, you must make the best use of the limited forces you have. Leave one 'regiment' (actually a battalion) of the 13th Regiment to tie up the Allies near Chindong-ni, and withdraw the rest into the rough regroup. You can then strike east at Masan, south at Chindong-ni or west at Pansong. Chinju and Sachon must not fall.

### Scenario Variants

1. Assume that the NKPA had been prepared for the attack. Move their units to a better defence line, say from Paedun-ni along the south side of the road to near Pansong, then north. Allow them 10 mine and 10 fort hexes, to be placed at will.
2. Assume that the Marines had not been depleted by pre-war budget cuts. Use the blank Allied third division to create the 1st Marine Regiment, similar to the 5th already there. Place it anywhere that is Allied controlled at the start of the game.

### FROM PUSAN TO INCHON

Another crisis arose further north. The NKPA had started crossing the Naaktong river in readiness to attack Taegu, the lynchpin of the entire UN line. The Marines were needed to try to retake the area east of the river, to restore the situation.

Advancing against a numerically superior and entrenched enemy, with inadequate support, the Marines took heavy casualties but destroyed an NKPA division in the process. The area was handed over to the Army, and the Marines began again to withdraw for Inchon.

On September the 1st the NKPA launched an attack with every division at hand. Once again the Marines were called for, and were sent to the same ground that they had captured before; the Nakdong river. After three days of hard combat, in which the Marines decisively defeated the NKPA attack in their zone, they really were withdrawn to prepare for the Inchon landing.

### 7. INCHON - SEOUL

*"Mr President: By the grace of a merciful providence our forces fighting under the standard of that greatest hope and inspiration of mankind, the United Nations, have liberated this ancient capital city of Korea." Douglas MacArthur to President Syngman Rhee, September 29th, 1950*

With the addition of large numbers of UN (mostly American) troops, the situation around Pusan had finally stabilized. The NKPA, in its last offensive gasp, had taken the key town of Taegu, but outnumbered and battered, could go no further. General Douglas MacArthur, commander of the UN forces in Korea, had decided to stage an amphibious landing behind the NKPA lines to retake Seoul and cut the supply and communications lines that ran through there. A simultaneous assault on the NKPA from the forces around Pusan would attract reserves, and might break open the front completely.

Inchon was chosen because it was the closest large port to Seoul. Other factors, such as a wide tidal range and hills dominating the town, mitigated against it. MacArthur, typically, would hear none of it from the Navy and Marine planners.

Fortunately for him the town was garrisoned by only 2,500 second rate troops, with no support arms at all. The assault force consisted of the 1st and 5th Regiments of the 1st Marine Division, with numerous supporting troops, and 260 ships. Still on board were a regiment of the Korean Marine Corps (KMC).

Despite five days of air and two days of sea bombardment, the landing on the 15th took the NKPA by surprise. The harbour islands of Wolmi-do and Sowolmi-do were captured, after a severe pounding, with light casualties. By the end of the first day the Marines controlled most of Inchon and the surrounding hills.

On the next day, the two Marine regiments attacked out of Inchon along the highway towards Seoul, leaving the KMC to secure the town. As the Marines left Inchon an aerial patrol spotted a group of 6 T34s in the line of advance. The planes accounted for two and Marine M26s for three more. The other was never found. The advance continued amid light resistance.



After a short, sharp fight to take Ascom City, the 5th Marine Regiment and the KMC turned north towards Kimpo, site of a large airfield, while the 1st Marine Regiment headed east towards Yongdungp'o, an industrial suburb of Seoul just across the Han river from Seoul proper.

After beating back some determined but hopeless counter-attacks, the 5th Regiment took the airfield and some hills to the south east that overlooked it. By the morning of the 18th, the airfield at Kimpo was secure.

The next day it was being used as a base for Marine air squadrons. The regiment moved on too the Han river opposite Haengju, a former ferry site north west of Seoul.

The 1st Marines were having a harder time of it. Halfway between Ascom City and Sosa, a group of NKPA ambushed the lead platoon, but were repelled with a loss of over three hundred by tank and aircraft fire. It had been the Marines' hardest fight so far. By noon on the 19th, the 1st Marines had taken Sosa and a group of hills beyond it.

The 5th Regiment were now ordered to cross the Han and take Haengju, preparatory to moving on Seoul itself. The task was complicated by a complete lack of bridging gear. Some LVTs and rafts were trucked in, and the crossing started on the night of 19th September.

The recon team that preceded the crossing forces had failed to check the crest of nearby Hill 1125, and gave the all-clear signal. As the crossing started, NKPA bullets and mortar bombs hit the water and shore around the Marines. The unprepared LVTs and amtracs beat a hasty and unauthorized retreat.

Embarrassed by this repulse, the Marine commanders ordered the battalion concerned (33/5th) to cross in force at 6.30am that same day. A single company was sent across in LVTs and amtracs, and made it over almost unhurt. The three platoons then assaulted and took the hill. The rest of the regiment crossed over during the day.

Meanwhile the 32/7th Infantry Regiment had landed, and was sent to the right flank to relieve the 1/1st Marine Battalion, who could then relieve the 1/5th Marine Battalion, who could then cross the river at Haengju.

The 1st Regiment now concentrated on Yongdungp'o. They took the hills overlooking the town, then had to retake them, due to an administrative blunder. Another NKPA attack consisting of tank-borne infantry came down the highway from Yongdungp'o; again the wily Marines let it pass between their dug-in positions just off the road and then let fly 300 NKPA and 4 tanks was the tally on this occasion.

Having captured the last hills outside Yongdungp'o, the regiment plunged into the city at dawn on the 21st. Fierce resistance cost the Marines many casualties, and the twin drives, from the northwest and southwest, were stopped. One company, however, had penetrated into the very centre of the city.

Between 9pm and midnight, the company fought off five strong attacks by NKPA infantry. At this point, a corporal of the Company went down into the streets and shot the enemy commander who had been the inspiration for the attacks. The rest of the night passed quietly, if nervously. In the morning they counted 310 dead around their perimeter. The two battalions at the outskirts of the city were now able to swiftly reach the company.

The 5th Marine Regiment was in position in front of the hills that run along the northern side of Seoul on the 22nd of September. These hills were defended by the 25th Brigade, veterans of the Chinese Civil War. There was hard fighting ahead for the men of the 5th Marines.

The next three days saw combat as fierce as any the Marines had ever seen. The NKPA small-unit leadership and tactics in the hills were impeccable, and they put in several locally successful counter-attacks. The Marines were told that the capital was to be taken by the 25th, so that General MacArthur could announce its liberation exactly three months after its capture. By the 24th much of the hill line had been cleared, but there was no slackening of enemy resistance.

Major-General Almond, commanding the X Corps, changed the attack plan. The 32nd Infantry and the 17th ROK Regiment were ordered to cross the Han south of Seoul and take the city's defenders in the rear. The 1st Marine Regiment crossed the Han on the 5th Marines' right flank, and the 7th Marines stood on their left flank. For the first time in the campaign, the 1st Marine Division was fighting as a division.

At 7am on 25th September, the UN forces entered Seoul from three directions: the 5th Marines finally swept the hills clear and entered from the northwest, the 1st Marines had crossed the Han and entered from the southwest, and the Army troops had taken South Mountain and entered from the southeast. The announcement of Seoul's capture went out on time.

The announcement was, however, somewhat premature. The NKPA still held the bulk of the city, and none of the captured areas were secure. Units had to constantly about-face and retake a building or city block to clear out infiltrators. The initial caution against use of supporting fire, to preserve the city, evaporated with the need to take the city swiftly.

That evening fliers reported that the roads north of the city were choked with fleeing NKPA troops, whereas the local commanders were sure that they must be refugees, since their men were still under heavy fire. An immediate attack was ordered that night.

Just as the attack was about to jump off at 2am, an NKPA attack came in along the main street of the city. After a vicious firefight all seven tanks and 500 infantry were killed. Another attack hit the 32nd Infantry at 5am, and overran part of its front temporarily. This, too, was defeated, and netted 600 enemy casualties. The city could not yet be considered safe, or even taken.



Two more days of close-in street fighting were required to clear the city centre and take Government House. The NKPA proved skilled in city combat; everywhere were barricades, ambushes, mines and booby-traps. Finally, as the evening of September 28th drew in, the North Koreans gave up the fight and started withdrawing to the north. The next day, to the sound of distant cannon, with an honour guard composed chiefly of Marines, General MacArthur handed the remains of the city over to President Rhee. The lightning strike at Seoul, together with the conventional attack at the Pusan perimeter, had shattered the NKPA. Of the 130,000 men that had poured across the border three months ago, less than 30,000 got back.

### Scenario Notes

The game starts at noon on the 15th of September and goes for 50 turns until the 28th, when the capital had fallen and was secure.

Again both sides are flagged as night capable to simulate the almost 24-hour-a-day combat that occurred.

The Marines are split up into companies to conform with their usage.

### Player's Notes

**AS THE US**, you must advance swiftly to capture Yongdungp'o, then swing your Marines either north or south (preferably both) to take Seoul. The airfield must be cleared for the air-landing troops that will arrive on turn 38.

The Marine Division has a string of objectives **Haengju-To Nth Korea-Government House** and must attack them in order.

The 32nd Regt has only **Seoul 3** as a divisional objective.

The UN's Miscellaneous unit has the **Kimpo** airfield to mop up.

**AS THE NORTH KOREAN**, you must defend carefully. You will not be able to attack with any prospect of success until the US player gets men into Seoul. Your troops there, especially the 25th Brigade, are quite good. The reinforcements from the south that arrive on turn 8 can be used as defenders of **Yongdungp'o**, or can launch an end run on Incheon itself. The 31st Division has been given the task of fighting for **Government House**, a highly symbolic building.

### Scenario Variants

1. Assume the NKPA had got around to laying mines off Incheon (they were going to any day ...). Reduce all Allied troops landing in the first two days by 1 strength point and 2 fatigue points, and stretch them out so that only two units plus a HQ land each turn.

2. Assume the complimentary Allied offensive had been more successfully prosecuted than it had. Remove the NKPA reinforcements from the south and one regiment from Seoul itself.

### FROM SEOUL TO HUE

*"The USMC is merely the Navy's police force, and will remain so while I am president. They have a propaganda machine that is almost equal to Stalin's" President Harry S Truman 1950*

Even before the South Korean capital of Seoul was secure, MacArthur asked for and received permission to pursue the defeated NKPA across the 38th Parallel. The idea was to unify the two halves of the Korean state under UN supervision. Neither MacArthur nor the Joint Chiefs of Staff anticipated Russian or Chinese intervention, but MacArthur was warned not to cross either border nor to actually reach the Yalu river, the ancient border between Korea and China.

The 1st Marine Division was scheduled to make another landing behind enemy lines, this time on the east coast at Wonsan. The approach to the post stopped when mines were discovered, and ROK troops took the town overland before the Marines debarked on October 25th. The 1st Marine Regiment cleared the area around the town while the 7th started north towards Chosin Reservoir, a large man-made lake only 50 miles from the Yalu river.

The Marines encountered their first Chinese opponents, the 124th Division, at Sudong on the road to the reservoir on November 2nd. After initial reverses, the regiment destroyed the Chinese division in five days of heavy, intense combat. Joined by the 5th Marines, they cautiously resumed their advance.

By the end of November the Division had two of its regiments deployed at the reservoir, and the other guarding the tenuous supply route back to the coast. The weather had broken, and temperatures now hovered around  $-22^{\circ}\text{C}$  ( $-8^{\circ}\text{F}$ ).

The Chinese decided to make an example of the 1st Marine Division, reasoning that its destruction would demoralize the rest of the UN forces terribly. The PLA (People's Liberation Army) Ninth Army Group, 100,000 in ten divisions, were allocated to destroy the Marines.

The blow fell on November 27th. The Chinese had a unique style of combat, quite unlike their Korean colleagues. Heavy on infantry, mortars and machine guns, but light on tanks, heavy artillery and air support, they would preferentially attack at night by penetrating the UN lines and seeking out command and logistics structures.

Despite the heavy strikes against the Marines, they fought back well. On only one occasion, when a combined Army-Marine-Royal Marine (UK) reinforcement column was ambushed and half destroyed, did the Marines come off second best. The attack on the main positions at the reservoir were stopped cold, and the



small detachments stung out along the supply route held their places. Due to the collapse of the adjacent Eighth Army the Marines were forced to withdraw from their exposed position on December the 1st.

They fought their way back to the coast by December 10th. The fighting retreat was an epic story of cold and heroism, where time and again support troops and staff became infantry and did that job with skill and determination. Seven PLA divisions of the original ten were destroyed by the 1st Marine Division in this march. They suffered about 7,000 casualties, half from frostbite.

The Eighth Army was driven back down the Korea peninsula past Seoul, and once again Korea looked lost. But the American commander, Matthew B. Ridgeway, wisely traded land for time, and allowed the air forces to attack the Chinese troops as they advanced and their supply line lengthened. The 1st Marine Division rebuilt itself and chased guerrillas back near Masan, where it began the war six long months before.

The Eighth Army returned to the offensive on February the 21st 1951. The Marines attacked with vigour until April the 10th, when the 38th Parallel was crossed and the division was ordered to halt. On April the 22nd the Chinese put in another major attack with 500,000 men. The 6th IOK division on the Marines' left flank retreated rapidly, and the division was forced to withdraw accordingly.

The Chinese attack was very wasteful of men, and after the initial withdrawal the UN forces stood firm. By the middle of May the offensive had run out of steam, and the UN forces resumed their advance. The Marines were now on the right flank, and advanced past the Hwachon reservoir against light resistance. As the division entered North Korea again they encountered fresh units of the NKPA in the mountainous ridges of the area, and put it some hard fighting. The Communists called a truce for negotiations, and fighting stopped until August.

For the next month the refreshed Marines partook of the heaviest combat they had seen since WWII. Hard though the combat was, they still took their objectives on schedule. In September the Eighth Army's attack was called off, and the mobile phase of the war ended.

The 1st Marine Division spent the rest of the war in a defensive role guarding the direct approaches to Seoul. There were numerous minor Communist offensives, as they sought to gain political advantage, but not until March 1953 did another major attack occur. The Chinese made small gains and caused over 1,000 Marine casualties, but paid a heavy price. In the month before the cease-fire on July the 27th the Chinese again attacked, and inflicted 1,600 casualties.

The Korean War had cost the Marines 30,000 casualties, making it second only to WWII in expense. The Corps' elite reputation had, anything, been augmented by its feats during that war. Its future looked secure, as agreement had been reached with the Administration that an FMF of three divisions and three air wings was a permanent necessity. Over subsequent years the Corps' budget was eroded and their manpower dropped, but the heart of the Corps remained intact.

They were successfully able to respond to crises in Guatemala (1954), Egypt (1956), Lebanon (1958), Venezuela (1958), Taiwan (1958), Cuba (1962), Thailand (1962), and Hispaniola (1965). The Kennedy and Johnson administrations brought a new life to the Corps, reversing the slow rot of budget and personnel cuts that reduced the Corps' effectiveness. Fortunately for the USA, this occurred just in time for the demands of the Vietnam war.

The Vietnam war was the toughest test the Corps had ever faced. Seventeen years in duration, the Corps had more troops there (over time) and suffered more casualties than in WWII (over 101,000).

The first Marines splashed ashore at Da Nang on March the 8th, 1965. The 9th Marine Expeditionary Brigade (MEB) had been sent to protect Air Force fields, about to be used for the first air attacks on North Vietnam. This force grew to a reinforced division that year.

Over the next few years the Corps tried to adapt to a strange new form of warfare, successfully in the main. The Marines were assigned the I Tactical Corps area ('eye corps'), consisting of the five northernmost provinces in South Vietnam. This area encompassed a wide range of climatic types and population densities.

The Marines embarked on a long-term program to destroy the political and supply base of the Viet Cong, by convincing the populace of each village that they would be better protected and helped by the Marines than the VC. They also formed mixed units of local defence volunteers and Marines to show the villagers that they could help defend themselves. At this time much of the VC's food supply came from 'rice tax', which meant that they descended at harvest time and took what they wanted.

The Marines' 'spreading ink blot' program was very successful, but criticized by General Westmoreland as too slow. He wanted a victory by forcing large-unit actions, where the American firepower could tell most effectively. The problem with that was, of course, that the VC and NVA could not be forced to fight unless they wanted to.

As the Americans failed to win decisive victories in 1966 and 1967 they poured in more troops and equipment, to find them matched by a more aggressive and numerous NVA. The Communists were concentrating on I Corps, whose percentage of all US battle deaths in Vietnam rose from 20% in 1965 to 57% in 1967. The search-and-destroy missions exposed the US infantryman to ambushes and traps, and the kill ratio dropped from 10—1 to 3—1 in that period.

The Communist strategy of engaging the US ground forces by rocket and artillery, forcing them to come out of their protective camps, also meant that the Americans had less time and effort to spare in winning the hearts-and-minds war as well.

The Tet offensive of January-February 1968 was intended by the North Vietnamese high command to be a political and military blow to the South



Vietnamese government from which it would not recover. While not entertaining any real thought of achieving military victory, they hoped to gain control of the two northernmost provinces of South Vietnam, and demonstrate their ability to penetrate the Allied defences. Another goal was to cause low morale and defections among the ARVN (Army of the Republic of Viet Nam).

The Americans detected signs of the Communist build-up very early in the piece, but were not able to divine the intention. They thought that a major offensive on the big US Marine base at Khe Sanh was imminent, so they redeployed significant forces from the towns to the northern zone.

Some 80,000 NVA (North Vietnamese Army) and VC (Viet Cong) struck at over 100 South Vietnamese towns and cities between 29th and 31st of January. The attacks in the north at Da Nang and Hue were particularly heavy. The 2nd NVA Division and its supporting VC battalions attacking Da Nang were thrown back into the wilderness, and never seriously threatened the town.

The isolated Marine base at Khe Sanh was reinforced, so that it now held the 26th Marine Battalion, an ARVN ranger battalion, a tank platoon and five artillery batteries. Westmoreland had scented a chance to destroy the two NVA divisions known to be in the area, and to win a great psychological victory. President Johnson so feared another Dien Bien Phu that he extracted a promise from the Joint Chiefs of Staff that the camp would not fall.

Although the base was cut off by enemy action and the heavy rains, the Americans were confident that they could supply it by air. The base included outposts on the overlooking hills, and there was more than adequate air and heavy artillery available. They sat back to wait.

The siege began on January the 21st and petered out at the end of March. The NVA surrounded the base and fired rockets and shells in an unending stream, but the base was well constructed and secure, and was never seriously threatened. Only four of the transport planes were destroyed on the ground, so supply was never a problem. The only ground the NVA took was the special forces base at Lang Vei, which was drastically undermanned and should have been abandoned or strengthened at the start.

The NVA suffered a major defeat at Khe Sanh. The Marine lost 205 dead and 800 wounded, whereas estimated NVA losses were 10,000 dead.

## 8. HUE

*"But by the middle of February, he [the NVA] was through. He had not gained the popular support he expected. The American presence in Vietnam was unshaken. The Vietnamese armed forces ... had done surprisingly well ... not a single ARVN unit defected. He had won no battle field victories, held no new territory, and in 1 Corps*

## *alone had used up the equivalent of three divisions" General Westmoreland*

Hue was another story. The beautiful ancient capital had always been something of an open city thus far in the war, and was not properly defended. In less than a day seven Communist battalions took almost the entire city. The only holdouts were the MACV (Military Assistance Command, Vietnam) compound south of the river, and the headquarters of the 1st ARVN Division within the Imperial citadel.

Early on the 31st of January, A/1st Company Marines arrived at the MACV compound. They were soon joined by G/25th Company and a tank platoon. The compound was safe. Reinforcements composed of F and H/25th Marines joined them on the 1st and 2nd of February respectively, followed by B/1st Company on the 4th. The five companies were organized into two (understrength) battalions, the 1/5th and 2/5th.

The ARVN commander of I Corps, Lieutenant General Lam, soon asked them to help retake the city, despite the devastation and civilian casualties the US firepower would inevitably cause. The street fighting was the hardest combat the Marine Corps had seen since Seoul, 18 years before. To minimize collateral damage, fire support was mostly limited to direct fire weapons: Rocket launchers, recoilless rifles, and even tear gas. Not until February 9th did the Marines recapture the whole city south of the river.

Meanwhile, north of the river, the 3rd ARVN Regiment reinforced by three airborne battalions was making slow steady progress, moving from the northeast corner (where the ARVN HQ was located) towards the southwest.

Three days later, after further calls from the ARVN, the Marines moved into the old city north of the river. Monsoon rains nullified firepower. The US Marines took the left flank, the ARVN Marines the right, with the 3rd ARVN Regiment in the centre. It was eleven days of hard house-to-house, block-by-block combat before the bulk of the NVA in the city had been eliminated.

By agreement, the Marines stood aside and let the ARVN retake the Imperial Palace (aka The Palace of Peace) on the 24th, with the elite Black Panther Company leading the way. The last NVA remnants were mopped up on the 2nd of March - over a month after the original incursion.

The NVA had committed between eight and eleven battalions to the battle, under the aegis of the 6th NVA Regiment. Facing them were three understrength battalions of Marines and thirteen ARVN battalions, although not all at the same time. West of the city five US Army battalions had been used to cut the NVA supply lines to the hills.

Militarily speaking, the Tet offensive in general and the Hue battle in particular were a disaster for the North Vietnamese. The Viet Cong organization in South Vietnam was shattered, the NVA severely battered, and no lasting results were obtained. But politically it must be counted a success. The US public were



shaken to discover that an enemy supposed to be on the brink of defeat could deal such a blow. It must have been a contributing factor to President Johnson's decision not to run for a second term, and thus to Nixon's promises to end the war - which did end the war, in 1975 when the NVA finally overran Saigon.

## Scenario Notes

The scenario starts after the NVA had swept away the negligible resistance within Hue and occupied the city. It begins on the 31st of January and continues for 99 turns until the 24th of February, when the Palace, the last stronghold of organized resistance, fell.

The Marine 'division' has objectives in the **MACV compound, school and hospital** in the southern part of the city. The ARVN division has objectives of the **ARVN compound, airfield, Palace of Peace and flagpole**, in the city north of the river.

The NVA have no divisional objectives as their aim was to stay alive as long as possible and cause maximum damage to the US/ARVN units, not to hold territory per se.

## Player's Notes

**AS THE US** you can do nothing the first day but allocate your OBS points and hold on. As your reinforcements trickle in you must build your offensive in the north and south slowly and carefully. Use your OBS points in probes rather than all-out assaults. The game is very long so you have plenty of time.

**AS THE NVA** you must not make last-ditch stands, but use your superior mobility to move around the city. You can make hit-and-run attacks, but assaults are probably not on. Be prepared to lose all your men towards the end.

## Scenario Variants

1. Assume the US/ARVN player had not been caught by surprise. Place the rest of the 'regiment' (battalion actually) plus the tank asset with the lone US unit near the MACV compound. Move the NVA units to make room.
2. Assume the NVA command structure had not been disrupted by a B52 strike (as it was). Increase all NVA admin, leadership and supply values by 1 at division and regiment levels.

## CONCLUSION

*"We're professional soldiers. We fight any enemy the President designates" Commandant David M. Shoup, 1961*

The extensive damage that the NVA had suffered during the Tet offensive seemed an ideal opportunity to mount a counter-offensive to drive them out of south Vietnam. The VC would then decline or collapse without their military backing. But it was not to be.

The political victory in America had clearly gone to the NVA. President Johnson stopped the air strikes on North Vietnam and stemmed the flow of reinforcements to the US forces. Talk of truce began, and the new President, Nixon, promised to end the war and withdraw all US troops.

Meanwhile the Marines used the lull in NVA activity caused by their losses to go into the attack. Khe Sanh was relieved and several operations were conducted in I Corps area to destroy base camps, some in areas never penetrated by the US before. By 1969 the Marines estimated they had control over 90% of the civilian population in their area. In the middle of that year US troops started leaving Vietnam, never to return. The last Marines left Saigon as the NVA tanks rolled into the US embassy.

The war had a deleterious effect upon the Corps, both in quality and in the public eye. No longer did they enjoy the special relationship with the media and public that they had since Belleau Wood 50 years before. The elite nature of the Corps had been diluted by the acceptance of draftees to make up the enlargement called for by the war. The Corps had been shaken by the Vietnam war, and its aftermath. It was time to rebuild the FMF, so that the United States Marine Corps could once again truly say that it was 'Ready to Fight'.

Looking back at the history of the USMC, we can see that, from uncertain beginnings, it evolved into an organization that acquired, through its exploits, a reputation for military skill and determination unexcelled by any force of comparable size in the world.

To a great extent it has been able to live up to its billing. Its popularity is both deserved and necessary. There is no doubt that without the support from Congress and the general public that the Corps has enjoyed in the past and enjoys today, the armed forces of the USA would long ago have been deprived of an elite fighting arm that has always been 'The First to Fight'.





## PART THREE

# THE DESIGN ROUTINES

### 1. INTRODUCTION

The following notes are meant as a guide to Warplan. The information they contain will also provide some insights into how the game works, and should be read at some stage even if you never construct your own scenarios.

Varying an existing scenario is fairly straightforward and we provide an example of how to do this in Chapter 4. Variations are the easiest way to get the most out of your game. All of the scenarios in the game come with suggested variations which can be easily implemented. However, designing a full scenario will require a reasonable degree of familiarity with the game itself.

All games in the *Battlefront Game System* use what are essentially similar design routines. However there are a number of enhancements to *Halls of Montezuma* and the Warpaint graphics editor is completely new. The issue of compatibility is discussed in Chapter 7.

We publish complete scenarios for the *Battlefront Game System* in our magazine *Run 5*. These contain all the information required to create entire new games using Warplan and Warpaint. For details on our *Run 5* magazine, please see the inside front cover of this manual.

### 2. USING THE DESIGN MENUS

The data card contains a schematic display of the design menus. They operate in the same way as the Game menus that you have already used.

In *Halls of Montezuma* there is no distinction for editing purposes between a scenario and a game in progress. A game can be saved to disk, edited as you see fit and then restarted.

This is a feature to be used with restraint. While you can change sides with the computer, for instance, it will generally take until the end of the next game turn for the computer to readjust.

### 3. PREPARING A DISK

Whether making a variation to an historical scenario or creating an original scenario, the procedure for preparing a save game disk is essentially the same. Examine the Start and Design menus.

If you have not formatted a *Halls of Montezuma* save game disk, prepare one using the procedure given in Chapter 3 of the Game Routines.

When making a change to an historical scenario, select the <CREATE> line from Menu A and type (RET) to obtain Menu B.

If the template which is providing the source for the variation is on a scenario disk, select the <SCENARIO> line and type (RET). Select the chosen scenario from Menu C. The computer will automatically process you through to Menu J (Create Master).

If the template which is providing the source for the variation is on a save game disk, select the <DISK> line and type (RET). Load the chosen file from Menu D. The computer will automatically process you through to Menu J (Create Master).

Use Warplan and Warpaint to make whatever changes you wish to the data and then come back to Menu J.

Select the <DISK> line to go to Menu D. Select the <SAVE> line. Locate the desired save location in the catalog with the arrow keys and then type (RET). You will be offered an opportunity to enter a comment. Use it if you wish, otherwise select the <SAVE GAME> line and type (RET).

When you wish to create an original scenario, repeat the above procedure but before entering data use the <CLEAR> line in Menu J to erase the data bases.

### 4. VARYING A SCENARIO

Varying a scenario is a way of exploring historical options. It is much easier than creating a new scenario from scratch and is a good way to become familiar with the design mechanics.

As an example we can undertake a task both useful and instructive, that of giving the United States some more marines at Iwo Jima.



ID		MAP LOC	
1st		8, 17	
Class	0	infantry	
Node	3	IMF type	
Equipment	1	amphibious	
Movement	12	Marine	
Arrival	26		
Maximum strength	12		
Current strength	12		
Rating	12		
Range	0		
Fatigue	7		
Experience	7		

EDIT  
 CLEAR MAP  
 STORE  
 RECALL

Fig 7. Battalion Creation Screen

Use the instructions from Chapter 3 to set up a copy of the Iwo Jima scenario to work on. Select <WARPLAN> from Menu J to obtain Menu 4. From Menu 4 select <UNIT DATA> then <TROOPS>. Select Allied <DIV 1> and then <RGT 1>.

Regiment 1 is currently blank, a deficiency we are about to rectify. Select <HQ> and then <EDIT>. We will now create the regimental HQ. The cursor should be flashing in the box labelled HQ ID at the top left of the screen.

Type (R.C.T.3) (RET) (MARINE) (RET) (6) (RET) (7) (RET) (7) (RET) (0) (RET). The cursor should be back in the HQ ID box. Type (ESC/f1) twice and select <BN 1> then <EDIT>. Type (1st) (RET) (8) (RET) (17) (RET) (0) (RET) (3) (RET) (1) (RET) (12) (RET) (26) (RET) (12) (RET) (12) (RET) (12) (RET) (0) (RET) (7) (RET) (7) (RET). The cursor should be back in the ID box and the screen should look like fig 7. If it doesn't use the (RET) key to cycle through the parameters and make the appropriate changes.

There are two more infantry battalions to enter but we can make short work of these using the <STORE> and <RECALL> features. Type (ESC/f1) to return to

XX (12)	3	sea	3a	ARM	17
3rd DIV	3	sea	3b	ARM	22
MARINE	2	sea	3c	THI	21
		sea	12d	ART	27
R.C.T.3		sea	1st	INF	26
MARINE		sea	1st	INF	26
		sea	3rd	INF	27
		sea	12a	ART	
R.C.T.9		sea	1st	INF	9
MARINE		sea	2nd	INF	9
		sea	3rd	INF	10
		sea	12b	ART	11
R.C.T.21		sea	1st	INF	21
MARINE		sea	2nd	INF	22
		sea	3rd	INF	22
		sea	12c	ART	23

DIVISION  
 REGT 1  
 REGT 2  
 REGT 3

Fig 8. Division Summary Screen

the edit menu and select <STORE>. This makes a special copy of the battalion. Type (ESC/f1) again and select <BN 2> and then <RECALL>. A copy of <BN 1> has been entered. Select <EDIT> and change the ID to (2nd) and Map Loc to (9,16).

Similarly use <RECALL> in <BN 3> and change its ID to (3rd) and its Map Loc to (8,17) and arrival to (27).

To create the artillery battalion select <BN 4> and type (12a) (RET) (9) (RET) (16) (RET) (13) (RET) (3) (RET) (4) (RET) (14) (RET) (27) (RET) (4) (RET) (9) (RET) (15) (RET) (7) (RET) (6) (RET).

That's all you have to do. Type (ESC/f1) three times to return to Menu 12, which should look like fig 8. The R.C.T. 3 regiment which we have created is located in the first regimental slot. The fact that there are two 1st bns tells you that we're not infallible! Type (ESC/f1) until you return to Menu J (Master Create). Save all your changes to disk using the <DISK> option.



## 5. THE WARPLAN DESIGN MENUS

This section describes the various menus in *Warplan* together with explanations of their functions. The order in which they are presented represents a convenient sequence for the creation of a new scenario.

### 5.1 MAP DATA

#### 5.11 Map Size (Menu 8)

The map size in *Halls of Montezuma* is variable. Each map element is 13 hexes wide by 7 hexes deep. There may be up to three elements across and four down. Thus, the maximum size of a battlefield is 39 by 28 hexes. At a suggested ground scale of 1 kilometre per hex, this represents an area of a little over 1,000 square kilometres.

In creating a scenario, map size **must** be set before anything else. Select the smallest map size that can comfortably support the action you wish to represent. Apart from being less work, smaller maps will mean faster games.

#### 5.12 Define Terrain (Menu 7)

There are sixteen terrain shapes in *Halls of Montezuma*. The shapes are completely editable in *Warpaint*. The names and the effects on both combat and movement for any terrain shape can be defined for each terrain type. It is possible to represent the ground conditions of any battlefield by judicious use of names and combat/movement effects. Use the (RET) key to advance the cursor through the screen.

Examine any (or all) of the game scenarios and the blank design form in Appendix A. As an example, we have selected the two Jima scenario. See fig 9.

Fifteen of the 16 terrain shapes available have been used in this scenario. For each terrain shape you wish to use, enter a 1-10 letter name.

Every battalion in the game is assigned a movement allowance in the Troop Creation routines. The movement section of this display is used to determine how many movement points each type of terrain will cost when that battalion enters a hex of that type.

Mechanized battalions are those primarily moved by tracked or wheeled vehicles. Non-mechanized battalions primarily move on foot. Enter a number between 0 and 31. Note that 0 signifies the hex is impassable to that type of battalion and will appear on the screen as a dotted line.

In the above example, <CLIFFS> terrain costs 24 MPs for mech bns and 12 MPs for non-mech bns. The terrain symbol on the top of the screen corresponds to the line currently being edited by the cursor.

name	movement (0-31)	combat (0-7)
OCEAN	0	0
OPEN	10	1
BROKEN	20	2
CULLIES	20	2
PLATEAU	20	2
BLUFFS	20	2
AIRFIELD	20	2
BEACH	20	2
AIRFIELD	20	2
HILLTOP	20	2
CLIFFS	20	2
AIRFIELD	20	2
AIRFIELD	20	2
MOUNTAIN	20	2

Fig 9. Terrain Effects Chart

Terrain affects combat by reducing the effectiveness with which an enemy battalion will attack a particular hex type. Since armoured, artillery and infantry units play a different role in combat, there is a separate effect for each type. Enter a value between 0 and 7. A value of 7 means that the terrain has no adverse effect on combat. A value of 0 means an incredibly tough position to assault. From the same example you will note that artillery will not be very effective in <CLIFFS>.

Have a look at the different types of <AIRFIELD> terrain. They are combined on screen to produce the multi-hex runways that you see on the game map of two Jima.

#### 5.13 Define Misc Factors (Menu 6)

There are 3 components to this screen. Examine any (or all) of the game scenarios and the blank design form in Appendix A. As an example, we have selected the two Jima scenario. See fig 10.



		Movement (0-15)		Combat (0-7)	
		Mech	Non mech	ARM	ART INT
ROAD		3	2		
FORT		0	0	4	0
CITY		0	0	5	4
BRIDGE		0	0	0	0
RIVER		0	4	3	1

		(0-15) - Adjacent controlled hex penalty	
		(1) (2) (3)	(4) (5) (6)
AXIS		0	0
Allied		1	4

		(0-15) - VP's per strength point	
		Mech	Non mech
AXIS		3	3
Allied		15	6

Fig 10. Miscellaneous Factors

1. Roads, Forts and Cities must have their movement and combat effects defined in the same way as terrain types. Note that forts and cities cannot affect movement and roads cannot affect combat. Mechanized units cannot cross rivers except at bridges. Notice how Forts, as defined, severely reduce the combat effectiveness of all three troop types, especially artillery.
  2. Every hex on the map is controlled either by the Axis or Allied player. This is set when the scenario is created. Control then changes when a battalion enters an enemy controlled hex. This change is automatic except for enemy forts and minefields. They take a variable amount of time to demolish/clear and until rendered ineffective they will function as normal for their original owners. In essence, you do not really control a fort or minefield hex until you have cleared that hex. Hexes occupied but uncleared at the end of the game remain enemy controlled for victory point purposes.
- Progress is always slower when moving in enemy territory. Just how much slower is determined by the values entered for adjacent enemy controlled hexes. The

parameters from (1) to (6) are the number of surrounding hexes which are enemy controlled. The values underneath each parameter (which may range from 0 to 15) specify the movement point penalty, for entering a hex surrounded by any particular number of enemy hexes. Note that the penalty is specified for each side. Thus the AXIS line specifies the penalties for Axis units in Allied controlled hexes and vice versa.

From the example in fig 4, Axis units in hexes surrounded by 1 or 2 Allied controlled hexes suffer no penalty. Those hexes surrounded by 3 or 4 enemy controlled hexes suffer a 1 MP penalty and 5 or 6 hexes a 2 MP penalty. Note how much more difficult it is for the Allies to move in terrain controlled by the Axis.

3. The size of a battalion is measured in strength points as described in the Troop Creation routines. Each player receives victory points for destroying enemy battalion strength points. A value between 0 and 15 must be entered for both the mech and non-mech categories. The AXIS line reflects the number of VPs earned by the Allies for killing Axis strength points in each category.

### 5.14 Map Create Utility (Menu 8)

It's probably a good idea to make a draft version of your battlefield before completing the rest of the map data. However, we strongly advise you not to edit the map screen until all the information in Menus 6-8 has been compiled and entered into the program.

A 13 hex by 7 hex section of the map will appear with a white flashing cursor. In the bottom left of the screen you will find the hex co-ordinate of the cursor's current location. The middle section contains the terrain name and the icons applicable to the current hex, as they appear in the map walk routines. If the hex has been defined as an objective the name appears at the bottom of this section. There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

There are 16 terrain types which can be entered. River and bridge hex-sides can be entered. Roads, cities, forts and minefields can be added to a hex in any combination. Every hex must be identified as Axis or Allied controlled.

The I,J,K,M and 1-6 keys will move the cursor around the chosen battlefield. 0 will centre the screen on the cursor.

To create a terrain type in a hex, type (T)(n) where n = a number between 0 and 15. Please see the blank terrain effects chart in Appendix A. Note that the second terrain type (the clear icon) requires you to type (T) (1) (RET). This is to distinguish it from terrain types T10-T15.

To add a road, city, fort or minefield to the hex, type (R), (C), (F) or (X) while the cursor is over the hex. Type the same letter to remove the feature.

To create a river hex-side, you must type three keys. The first is (S). This identifies a hex-side. The second is a number between 1 and 3. This identifies north, north-



eastern and south-eastern hex-sides respectively. Note that the south hex-side of one hex is the north hex-side of the hex directly below it. In this way, all 6 hex-sides can be edited. The third is a number between 1 and 2. (1) identifies a river, (2) identifies a bridge. Type (S0) to clear all hex-sides from a particular hex.

To set control of a hex to Axis or Allied, type (RET) to bring up the map menu and select <SET SIDES>. Select <AXIS> or <ALLIED> as appropriate. All hexes, except T0s, will have their terrain icon replaced by the Axis or Allied control icon. As the cursor moves, it will leave a trail of the appropriate control icons behind it. To change control, type (RET) to bring up the map menu and select <RESET ALL>. You are back at square one and can repeat the procedure using the other control icon. When editing hex control from scratch, the default value is Axis.

For convenience, you can set the cursor to automatically produce a terrain shape. With the cursor flashing on the chosen terrain, type (RET). This brings up the map menu in the bottom right of the screen. Selecting <SET SHAPE> from this menu will lock the current terrain shape to the cursor. You may now move the cursor and the selected shape will be created wherever the cursor is moved. Type (RET) again to go back to the menu and select <RESET ALL> to turn off the shape.

We suggest you keep the map size as small as possible for your first original scenario.

All maps are compromises between the actuality of the terrain and its representation. Do not feel afraid to be creative with terrain to make the map work properly within the game system.

## 5.2 UNIT DATA

### 5.2.1 Troop Creation (Menu 14)

Examine the blank division roster in Appendix A. One of these should be prepared for each division in the game. Do not attempt to edit the screen until these rosters have been completed.

Armed with your completed roster and using the information in Chapter 4 (Varying a Scenario), you can create the units in the division.

The following notes will explain the factors which must be valued or rated. See fig 7 for a partial example. A design perspective is attempted in the Design Overview at the end of this section.

#### Headquarters

**HQ I.D.** Enter a 1-8 character name to identify the division or regiment.

**UNIT TYPE.** Enter a 1-8 character name to describe the type of division or regiment.

**HQ ADMIN.** Enter a value between 0 and 7. Admin affects the efficiency of every

function the HQ carries out. The higher the value, the better. Divisional HQ admin never varies in the course of a game. Regimental HQ admin rises and falls in response to the current situation.

**LEADERSHIP.** Enter a value between 0 and 7. Leadership is always important in battle. The higher the value, the better. Neither divisional HQ leadership nor regimental HQ leadership will change in the course of a game. Both are important to the effectiveness of a formation.

**HQ SUPPLY.** Enter a value between 0 and 7. Divisional HQ supply is fixed in each scenario and represents the overall supply status of the formation. Regimental HQ supply usage is dependent upon combat while resupply is dependent upon the divisional supply value.

The more fighting, especially assaulting or exploiting that a unit does the greater the supply consumption. An adequate regimental HQ supply level is vital for effective combat. Values between 4 and 7 are satisfactory for all purposes, values of 2 or 3 will result in certain penalties in combat while values of 0 and 1 are disastrous. Thus a unit with very low divisional supply will be severely restricted in the amount of effective combat it can undertake.

**BRITTLE.** Enter a value of 1 if the HQ is brittle. Brittleness is a factor for divisional and/or regimental HQs. A unit suffers the effects of brittleness only if the regiment or division is designated as brittle and its casualty figure reaches the brittleness level set in the scenario briefing. Once this happens then the divisional or regimental HQs supply and admin values are set to zero and attached battalions suffer attrition each turn. For divisional HQs the affected battalions are the divisional assets, while for regimental HQs they are the regular battalions of that regiment.

**HQ MOVEMENT.** Enter a value between 0 and 31. Regular divisions with the usual provision of wheeled or horse-drawn vehicles should be given a movement allowance at least equal to the mech. min. value, even if they are basically leg divisions. Only those divisions which arrive by an air or amphibious route should have a movement allowance lower than the mech. min. Resupply by XX HQs with a movement allowance lower than the mech. min. will not be as good as their conventional brethren in most circumstances. Resupply across rivers is less restricted for XX HQs with a movement allowance lower than the mech. min. If a unit was tied to a single supply source (such as an airborne drop zone), consideration should be given to using a zero movement point HQ to reflect this.

**ARRIVAL (XX HQ ONLY).** Enter a number between 0 and 99. This is the turn that the divisional HQ will arrive on the map. An arrival number of 0 means the HQ begins the game deployed on the map. Units without a divisional HQ will have no line of supply. Delaying the arrival of a HQ beyond that of its battalions is a very useful way of restricting the operations of units until an appropriate time.

**LOCATION (XX HQ ONLY).** Enter the x,y map co-ordinates of the HQs start or arrival hex.



## Battalions

**UNIT I.D.** Enter a 1-3 character name to identify the battalion.

**LOCATION.** Enter the x,y map co-ordinates of the battalion's start or arrival hex. Note that amphibious reinforcements must be given an ocean hex adjacent to the intended beach-head. Do not place two battalions in the same hex.

**CLASS.** Enter a number from 0 to 13. These 14 numbers correspond to the fourteen different types of battalions you may create. Chapter 3 of the Game Rules shows a screen illustration of each type. 0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFANTRY types, 2,10-12 are ARMOUR types and 13 is an ARTILLERY type. These are the three types of units defined by the combat routines.

**MODE.** Enter a number from 0 to 3. This number determines the mode of entry of a battalion. 0 = normal; the battalion begins on the board or arrives as a reinforcement in the normal fashion. 1 = airborne; the battalion begins the game just landed by air drop or arrives as a reinforcement by air drop. 2 = air landing; the battalion begins the game just landed by air transport or arrives as a reinforcement by air transport. 3 = amphibious; the battalion begins the game at sea adjacent to a beach-head or arrives as a reinforcement in an ocean hex.

Units in normal mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in parachute mode will arrive on any hex within 1 hex of their designated entry hex. If there is no vacant hex inside this radius, they are destroyed. Units in air landing mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in amphibious mode will arrive offshore on their designated arrival turn. They will then attempt to move onshore, but are limited to a maximum of two hexes. If they cannot move onto land they will wait until they can. If an amphibious unit's arrival hex is already occupied it will not arrive and its arrival will be put back by one turn.

**EQUIPMENT.** In Menu 15 you are asked to describe, with a 1-8 character name, the types of equipment/units used by your corps. This facility makes the identification of friendly units much easier. The name itself is not used by the program; it is simply a mechanism to increase the recognition level of a battalion. There is space to list 31 items of equipment and/or troop types. Number 0 is always blank. Enter the number corresponding to the appropriate equipment.

Once you've had some experience with these routines, we recommend you prepare Menu 15 before Menu 14.

**MOVEMENT.** Enter a number between 0 and 31. This is the number of movement points the battalion will have available for each turn. Note that you

must co-ordinate this number with the mechanized minimum value from Menu 19 (Scenario Details). All battalions with a movement allowance greater than or equal to the chosen mechanized minimum value will be treated as mechanized units; all others will be treated as non-mechanized.

**ARRIVAL.** Enter a number between 0 and 99. This is the turn that the battalion will arrive on the map. An arrival number of 0 means the battalion begins the game deployed on the map.

**MAXIMUM STRENGTH.** Enter a number between 1 and 15. This is the maximum strength of the unit. For infantry and armour types, a full strength company is equal to 3 strength points (SPs). A depleted company is worth 2 SPs and a remnant company worth 1 SP. Look to make a typical battalion at full strength between 9 and 12 SPs, and adjust all other units relative to this benchmark. For artillery types, 3 tubes is equal to 1 SP. If you make the maximum strength zero then the unit does not enter the game.

**CURRENT STRENGTH.** This must be less than or equal to the initial strength. For various reasons it is often desirable to start a unit under strength. This allows you to do just that. The normal game processes for replacements will tend to bring a unit's strength back to its maximum strength. Do not enter a current strength higher than the maximum strength. If you make current strength zero then the system takes the maximum strength as the current strength. This is how scenarios from older versions are treated.

**RATING.** Enter a number between 0 and 15. This number is a subjective evaluation of the quality of the equipment and organization of the battalion. For example, the rating of a tiger tank battalion would be 12-15 depending on the scenario while a Matilda tank would be lucky to rate 1 in any circumstances.

Infantry, armour and artillery type battalions should be rated on separate scales. The combat mechanics take care of the inter-relationships. If you don't like the ratings of your favourite hardware or unit, change them.

**RANGE.** All direct attack types of infantry battalions should have a range of 0. All supporting types of infantry battalions should have a range of 1. All armour type battalions (except mechanized infantry) should have a range of 1. All artillery type battalions should have a range equal to the effective distance at which they could engage the enemy. The maximum range is 15.

**FATIGUE.** Enter a number between 0 and 7. 0 = totally exhausted, 7 = bright-eyed and bushy-tailed.

**EXPERIENCE.** Enter a number between 0 and 7. 0 = green and pretty well useless, 7 = elite troops of the highest quality. The average regular battalion should have an experience between 3 and 5.

**ATTACHMENT (XX ASSETS ONLY).** Enter a number between 0 and 4. This number will identify which regiment of the division has currently been assigned the particular asset battalion. A number of 0 indicates that the asset is in reserve.



Note that all asset battalions which are intended as reinforcements should be assigned to a regiment when created and *not* placed in reserve. This will stop them from clogging up a reinforcement hex while they get their bearings.

## A Design Overview

### Units

The process of creating a scenario should be regarded as an art rather than a science. While some armies, notably those of the United States, came close to fighting with a homogeneous organization, a lot didn't. The circumstances of war usually bear little relation to paper organizations. Do not be afraid to combine units and manipulate strengths and ratings to get the desired affect. A scenario is much more than the sum of its parts.

### Combat

The various battalion types, as defined by the CLASS entry under Battalions, have different effects in the combat routines. Choice of the CLASS for a unit should bear these in mind. The types are listed below.

0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type.

Any combat having both the INF types 0-3,5-7 and ARM types 11-12 gains a combined arms bonus. When defending, there is an additional bonus for the presence of an anti-tank type unit (8-10).

Any unit with a range greater than zero gains a bonus when used in conjunction with a 0 range unit. For example, a US infantry regiment usually mustered three infantry battalions and an artillery battalion. The heavy weapons and mortars were in separate companies organic to the infantry battalions. To represent the supporting fire of these companies, enter a range value of 1 for one of the infantry battalions. This will ensure that the combined arms bonus is realized. Note that the artillery bonus is in addition to the above.

The presence of ART or OBS also confers a bonus, irrespective of the actual effectiveness of those points. ART and OBS points work with full effectiveness only in <ASSAULT> or <EXPLOIT>. All other orders are only 50% effective.

Engineer units ignore terrain when they attack, and are hence extremely useful for attacking forts.

**Supply.** Supply consumption is dependent on the level of fighting a unit engages in. Normal resupply depends on regimental and divisional admin and divisional supply. There must also be a Line of Supply (LOS) between the regimental and divisional HQs and the Div HQ must not be adjacent to any enemy unit. If there is no LOS then resupply can still occur but at much reduced levels.

### 5.22 Equipment Roster (Menu 15)

The use of this menu has already been explained in the previous section.

### 5.23 Axis/Allied Objectives (Menu 16)

Axis and Allied objectives are created in the same way. Examine the blank objective chart in Appendix A as well as fig 7.

Each side may have a maximum of 12 objectives. The <FORWARD> and <BACK> lines in the menu window are used to bring up the next objective. The <EDIT> line is used to enter the objective and set its parameters. The <MAP> line is an alternative method of positioning the objective on the map.

Each objective must be given a 1-11 character name and an x,y map location.

An objective may have a division, numbered 1 to 3, assigned to it. If a side is computer controlled, the computer will attempt to take an objective with a regiment from the nominated division. This regiment will be assigned divisional assets and will head for the objective at every opportunity. If a number of objectives are given to one division it will attempt the closest and work its way through the others as they arise. In this way a line of advance may be specified for a division. Non divisional objectives will not be ignored and regiments may be assigned to take them during the course of the game.

This control is only valid for the turns that an objective is earning points. If an objective is assigned which starts in friendly territory, i.e. is already owned, then it is ignored and the division will follow the normal rules.

However, if such an objective is taken by the enemy, then the computer will make a concerted effort to recapture it.

The ability to control troops conferred by the divisional objective is very useful. Scenario creators now have a lot more power at their disposal.

Victory points can be awarded for the possession of an objective on a turn by turn basis throughout the game and/or at the end of the game.

When awarding points throughout the game, you must select the turn that point scoring will begin and the turn on which it will end.

If you wish to create an objective simply as a signpost for the direction of your troops, then don't assign any VPs for its possession. The Objective or Enemy II commands are the only way to move men freely around the map. If you want troops to be able to go somewhere, put in an objective.



## 5.3 BRIEFING

### 5.31 Corps Details (Menu 18)

Examine the blank briefing form in Appendix A as well as any of the scenarios.

For each nationality you must enter a 1-16 character name for the Side, the Corps and the Commander.

Support points are assigned in two categories; those available in daylight turns and those available at night. Each point of air support is equivalent to 1 SP of artillery. Reliability measures how likely the support points are to be available for use each turn. 0 = unlikely, 3 = almost certain.

Rating is a measure of the effectiveness of the support. Sixteen inch naval shells deserve the highest rating, 25lb WWI surplus bombs the lowest.

Air superiority is measured on a scale of 0-7. 0 = strong Axis, 7 = strong Allied. Reliability measures how likely this air superiority is to remain throughout the scenario. A reliability of 0 means the air superiority condition could fluctuate frequently throughout the scenario. A reliability of 7 means there is little chance of any change to the air superiority condition.

### 5.32 Scenario Details (Menu 19)

The blank briefing form in Appendix A illustrates this routine.

Enter a 1-16 character name for the scenario. There are up to three 26 character lines you can use for a sub-title to the scenario.

Enter the turn, day, month, year and century that the scenario begins.

Enter the number of days the scenario will last. The maximum is 25. Every game ends on a pm turn.

Enter the initial weather. 0 = precipitation (rain or snow as appropriate), 1 = heavy overcast, 2 = light overcast, 3 = clear. Note that this is atmospheric weather only. To reflect the effect of mud or snow on ground movement, you must make appropriate provision in the terrain effects routine.

Enter the current weather forecast. 0,1 = stormy, 2,3 = building, 4,5 = stable, 6,7 = clearing.

Enter the climate. This sets the basic parameters on which the weather forecast will operate to produce the weather. The default type 0 is European, identical to the *Battlefront* system. The other climates are Arid, (suitable for desert battles), Monsoon, Tropical, Arctic (clear only 25% of the time, cloudy or precipitation the rest) and Temperate (perfect weather, just like Sydney).

Enter the Mech Min. All battalions with a movement allowance greater than or equal to this number pay mechanized terrain costs. All others use the non-mechanized values.

Enter the separate casualty levels at which units of each side become brittle (if so designated). These are percentage casualties in increments of 10%. The default value reads 00%. This is actually zero percent, i.e. any unit designated as brittle is immediately brittle.

Enter for each side whether it is night capable. Night capable units conduct minor combat at night and always receive their allocated OBS points.

## 6. WARPAINT

Warpaint is entirely new to wargame construction. Even we are amazed at just how versatile it is. Every useful icon in the game can be edited, including all unit and terrain icons.

### 6.1 Warpaint (Menu 20)

The <GRAPHICS> line gives access to the icon editor. The <STORE> and <RECALL> lines are used to install or extract a graphics set from any *Battlefront* Game System save game or scenario disk.

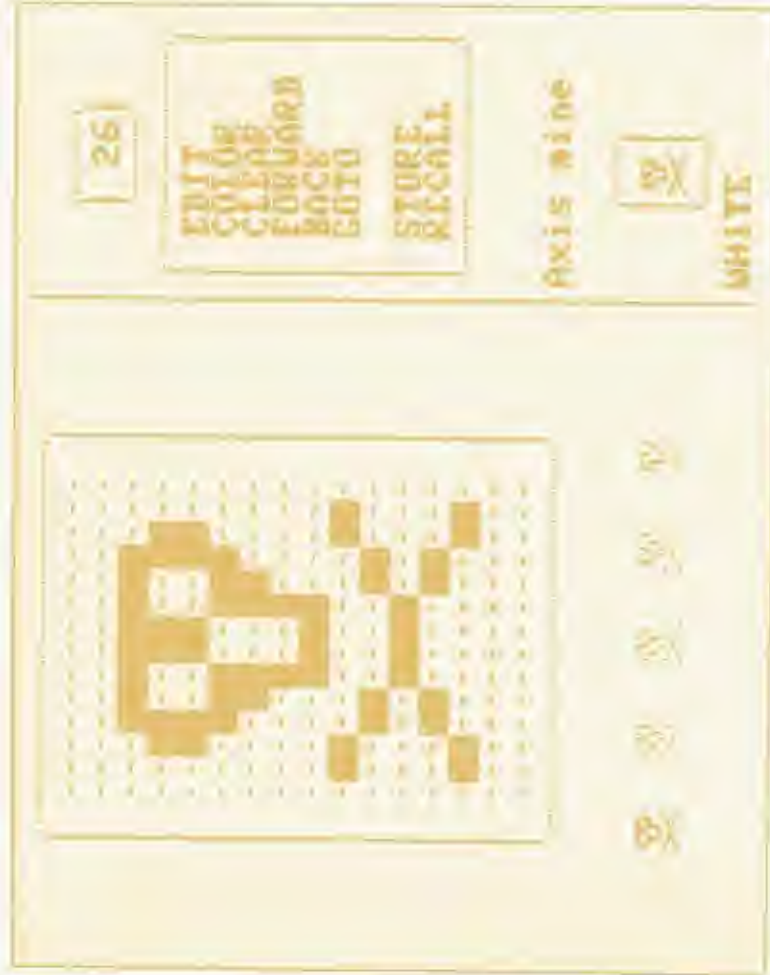
For example. Suppose that you liked the Iwo Jima graphics so much that you wanted to use them in the Saipan scenario from *Battlefront*. To transfer the graphics you would execute the following steps. Load the Iwo Jima scenario, and use the <STORE> line to load the Iwo Jima graphics set into memory. Remove the Iwo Jima disk and insert a Saipan disk. Load the Saipan scenario and use <RECALL> to place the new graphics set into the Saipan data base. The graphics that were in Iwo Jima are now in Saipan. Save the Saipan game and the change is permanent. (Remember you cannot save to a scenario disk, so you would have had to have used a Saipan save game disk).

What has happened is this. In the older *Battlefront* Game Systems, a basic graphics set resided in the game master. They did not reside in the scenario data. With *Halls of Montezuma*, there is a graphics set in the master disk as well as a set in the scenario data. The computer will use the scenario data set whenever it is present. You cannot alter (or corrupt) the graphics set in the master disk.

### 6.2 Graphics (Menu 21)

The screen shows a large boxed section on the left. This shows a pixel by pixel, (dot by dot), representation of an icon. Below it the icon is shown in white and the allowable colors as it would look upon the screen. The icon number is shown above the menu box. The current selected color is shown below the menu box. Selecting the <EDIT> line shows a flashing cursor in the top left of the icon box.





**Fig 11. Warpaint Editor**

The box is 14 elements across by 16 elements down. The presence of a pixel is shown by a white square and its absence by a white dash.

The I, J, K, and M keys or the arrow keys are used to move the cursor around the icon box. At any location the (RET) key creates a pixel if none is present and removes it if one is. As you make changes in the large icon box these are reflected in the small icons at the bottom of the screen.

Examine **fig 11**, this shows the **Warpaint** editor and the Axis minefield symbol, rendered here (Apple version) as a skull and crossbones. This icon illustrates just what can be achieved. Note that the color is specified at the bottom right of the screen.

There are a few points that you need to be aware of to get the best results. These may vary from computer to computer and are explained in detail below. It is best to make frequent saves to disk when editing icons as mistakes can produce unintended consequences.

After using the edit function type (ESC) to leave. You will be asked to <SAVE> or <IGNORE> your changes and must make this choice before returning to Menu 21. Choosing <SAVE> incorporates any changes you have made while <IGNORE> returns the icon to its previous shape.

The <COLOR> option allows you to change the selected color of the icon. The <STORE> and <RECALL> options allow you transfer an icon between different icon numbers, allowing easy variations. The <CLEAR> option blanks the screen.

## TECHNICAL NOTES FOR APPLE AND COMMODORE

### Apple Users:

Welcome to the wonderful world of color mixing. There are a number of restrictions in the Apple graphics as some random experimentation will make obvious. Vertical white lines must be at least two pixels wide, otherwise they turn out either orange or blue. Depending on which column they are in, vertical lines one pixel wide can appear in two colors and are invisible in the other two. Essentially, any shape that looks good in both white and a color must be multiples of two pixels across, unless you like the weird color mixing you get by defying this rule. Some icons are designed to be used only in white.

Since the color of a dot can change depending on exactly where on the screen it happens to be located, designing non white icons also demands care.

Sometimes icons will appear brown but the text will insist they are white. Simply change the color to brown again and all will be well.

Continuing icons to the edges can cause color mixing problems, especially at the corners.

### Commodore Users

The Commodore does not have the restrictions of the Apple with regard to pixel combinations. Its icon resolution is 16 x 16. However the Commodore does have some color mixing problems of its own, especially at the top and bottom of hexes. There are blank layout sheets for graphic design for both the Apple II Family and the C-64/128 in Appendix A. Make photocopies of them or draw up something similar; they are an essential aid to graphic design.

### Icon Functions

All icons have a particular function. In the case of the terrain icons (numbers 0 to 15) the functions and the name are defined in the terrain menu. All other icons serve a particular purpose which does not change. If you edit an infantry battalion icon to look like a tank, the system still treats it as an infantry battalion. A list of icon functions is found in Appendix A.



## 7. EDITOR'S NOTES

### Compatibility

Even with all the enhancements to *Halls of Montezuma*, everything remains compatible. You can still use any scenario with any master disk and the system will work everything out for itself. If running an older scenario under a newer game system, the game system simply ignores the absence of the extra data, or makes an appropriate allowance for it. If running a newer scenario under an older game system, the game will ignore the extra scenario information. Please note that the system does this at startup. If you load a *Battlefront* or *Battles In Normandy* scenario into a later version game while it is actually running, then some very strange things could occur.

While you can run new scenarios under old game systems, clearly the best course of action is to upgrade the original scenarios so as take advantage of the enhancements. Below is a list of all the changes that have been made in both *Battles In Normandy* and *Halls of Montezuma*.

### Battles in Normandy

- Separate movement allowances for divisional HQs.
- Different climate types.
- Variable scenario start turn.
- Landing craft attrition rule.
- Decreased artillery effectiveness in combat except major attacks.
- Improved artillery deployment
- Improved regimental cohesiveness.

### Halls of Montezuma

- Brittleness.
- Night capable units.
- Maximum unit strength as well as current strength.
- Increased scenario length (99 turns, 25 days max).
- Divisional assets will not normally trigger combat states.
- New minefield and fort rules.
- Separate Enemy Controlled Hex movement penalty per side.
- Divisional Objectives.
- Warpaint graphics editor with the ability to change graphics in all older scenarios.

## Playing Older Scenarios

We would like to warn you that play balance in many of the older scenarios has changed considerably with the introduction of these improvements. Amphibious scenarios are the most likely to need adjustment. We intend to rebalance these scenarios when time permits and all the information needed to upgrade the older scenarios will appear in our *Run 5* magazine, beginning with Issue 9.

When *Battlefront* came out it was a truly unique program. It still is. Nothing remotely approaching its power and flexibility has been produced by anyone else. *Battles In Normandy* improved upon *Battlefront*. Now with *Halls of Montezuma* we have even more enhancements, all due to its programmer, Roger Keating. Everything we scenario designers asked for he gave us, and more. He gave us capabilities we hadn't asked for because we didn't think they were possible, and others we hadn't even been able to imagine.

All the time he has maintained complete compatibility with the original *Battlefront*. That approach is rare enough in the lofty spheres of business programming and unheard of in the game world. *Warpaint* and the rest of the enhancements to *Halls of Montezuma* are not only a delight to work with but a real tribute to Roger's skills.

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Roger Keating and Ian Trout  
Sydney, Australia  
September 1987

## BRIEFING

AXIS SIDE [1-6] CORPS [1-6] COMMANDER [1-6]		ALLIED SIDE [1-6] CORPS [1-6] COMMANDER [1-6]	
DAY	NIGHT	SUPPORT	DAY NIGHT
QUANTITY (0-99)		RELIABILITY (0-3)	
RATING (0-15)		AIR SUPERIORITY (0-7)	
STATUS =		RELIABILITY =	

SCENARIO [1-6] BRIEFING [2-6]	
START =	DATE =
MONTH =	YEAR =
CENTURY =	LENGTH =
WEATHER =	FORECAST =
CLIMATE =	MECH MOD =
BRITTLINESS (0-3)	
NIGHT CAPABLE (0-1)	
ALLIED =	

## TERRAIN EFFECTS CHART

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0						
T1 (RET)						
T2						
T3						
T4						
T5						
T6						
T7						
T8						
T9						
T10						
T11						
T12						
T13						
T14						
T15						
-	ROAD					
-	FORT					
-	CITY					
-	BRIDGE					
-	RIVER					



# DIVISION ROSTER

SCENARIO  Nationality

XX Division

1st Regt  2nd Regt  3rd Regt  4th Regt

1st Bn  1st Bn  1st Bn  1st Bn

2nd Bn  2nd Bn  2nd Bn  2nd Bn

3rd Bn  3rd Bn  3rd Bn  3rd Bn

4th Bn  4th Bn  4th Bn  4th Bn

HQ  HQ  HQ  HQ

## HEADQUARTERS DATA

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/5	2/5	3/5	4/5
HO I.D.																				
UNIT TYPE																				
HQ ADMIN																				
LEADERSHIP																				
HQ SUPPLY																				
BRITTL																				
MOVEMENT																				
CUR. STREN.																				
ARRIVAL																				
LOCATION																				

## BATTALION DATA

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/5	2/5	3/5	4/5
UNIT I.D.																				
LOCATION																				
CLASS																				
MODE																				
EQUIPMT																				
MOVEMENT																				
ARRIVAL																				
MAX STREN.																				
CUR. STREN.																				
RATING																				
RANGE																				
FATIGUE																				
EXPERIENCE																				
ATTACHMT																				

# OBJECTIVES AND MISC. FACTORS

D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (0-63)	End (0-63)	Points per Turn (0-30)	Points at End (0-255)
1X)							
2X)							
3X)							
4X)							
5X)							
6X)							
7X)							
8X)							
9X)							
10X)							
11X)							
12X)							
1L)							
2L)							
3L)							
4L)							
5L)							
6L)							
7L)							
8L)							
9L)							
10L)							
11L)							
12L)							

ADJACENT ENEMY  
HEX PENALTY (AXIS/ALLIED)  
(0-15)

1 HEX =  4th HEX =

2 HEX =  5th HEX =

3 HEX =  6th HEX =

VICTORY POINTS PER  
STRENGTH POINT  
ELIM. (0-15)

AXIS  MECH  NON MECH

ALLIED  MECH  NON MECH

MAP  
SIZE

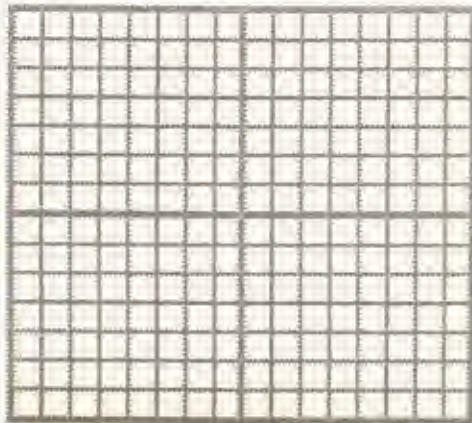
ACROSS  (0-2)

DOWN  (0-3)

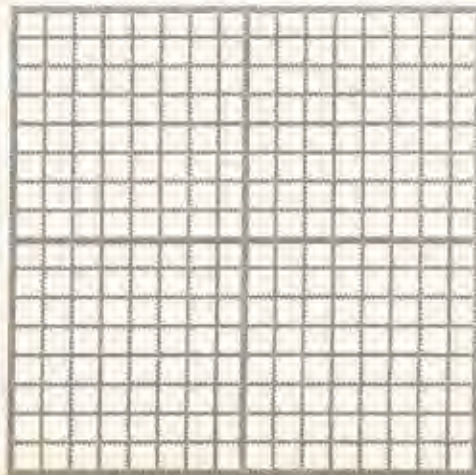


# WARPAINT BLANKS

## APPLE II FAMILY



## COMMODORE 64/128



## ICON INDEX

Number	Function
0-15	Terrain Shapes
16	City
17	Axis Terrain
18	Allied Terrain
19	Combat Marker
20	Axis Boat
21	Allied Boat
22	Axis Airborne
23	Allied Airborne
24	Axis Div HQ
25	Allied Div HQ
26	Axis Mine
27	Allied Mine
28	Axis Flee
29	Allied Flee
30	Axis Plane
31	Allied Plane
32-46	Specific Bn Icons
47	Axis Infantry
48	Axis Armour
49	Axis Artillery
50	Axis HQ
51	Allied Infantry
52	Allied Armour
53	Allied Artillery
54	Allied HQ
55	Moce Icon

# SUPERIOR COMPUTER GAMES FROM STRATEGIC STUDIES GROUP

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Now available for the Apple II family and the C-64/128 and soon for the Macintosh. Recommended Retail \$45.00  
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Chosen as the Best Wargame of 1986 by *Commodore Microcomputers* magazine. Now available for the Apple II family and the C-64/128. Recommended Retail \$50.00

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Now available for the Apple II family and the C-64/128. Recommended Retail \$40.00

"So far, we have done their usual line job of design as well as programming. We thoroughly enjoyed Battlefront and look forward to new scenarios." *Free & Movement Magazine*

"Battlefront certainly gives a very good 'feel' for corps level operations. It is fast, interesting, well designed and well presented. A worthy successor to Carriers at War." *Breakout!*



# HALLS OF MONTEZUMA

## KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC).

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## STARTING THE GAME

Place the *Halls of Montezuma* disk into your disk drive. Be sure the Master side is facing up. Close your disk drive and turn on your computer. Menu A (Start Up Menu) will appear on your screen.

## SYSTEM SET UP

The Master disk is configured for Apple IIc's and IIe's with one disk drive and no printer. If this description fits your system, please skip this section. To change the set up use the arrow keys to locate the <KEYS> line and type (RET) to select Menu M (Customize Keyboard). Locate the <EDIT> line with the arrow keys and type (RET) to enter the keyboard display.

(a) **The Arrow Keys.** Apple II+ owners will have to select keys to substitute for the (UP) and (DOWN) arrow keys. We suggest the (') and (/) keys. This substitution is made by typing (') (RET) (RET) (/).

(b) **The Data Drives.** If you have two drives, position the cursor on the <Data Drive> line and type (2). This will instruct the computer to look at the second disk drive for scenario, save game and backup disks.

(c) **The Print Slot and Dump Code.** Cntl(P) will activate a high resolution screen dump routine reproducing the current screen

image onto an attached printer. Enter the slot # of your printer. The words <Enter dump code now> will appear and you should enter the appropriate dump code for your printer. Type (RET) when you have finished entering the code. An incorrect entry may cause the program to hang so please check that you know the correct dump code for your printer. (See your printer manual or ask at a computer store). Apple IIc owners should note that their machine does not have this facility.

Type (ESC) to go back to Menu M. Use the arrow keys to locate the <SAVE> line and type (RET). The set up information is saved to your Master disk. Type (ESC) to return to Menu A.

## BACKING-UP YOUR DISKS

The Master disk may be backed up once. Use the arrow keys to locate the <BACKUP> from Menu A and type (RET) to obtain Menu L (the Backup Menu). Locate the <MASTER> line and type (RET). Follow the instructions given on the screen until the duplication is complete and Menu A is recovered. The Scenario disk, on the reverse side of the Master disk, may be backed up any number of times. At least one backup of the Scenario disk is essential if you wish to make use of the two disk drive option. Save game disks can always be backed up.

As an additional precaution we suggest you *write-protect* your disks once your backups have been made.



# HALLS OF MONTEZUMA

## KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC).

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## STARTING THE GAME

Place the *Halls of Montezuma* disk into the disk drive. Close the disk drive and turn on the monitor, disk drive and computer.

Type in the following instructions.

LOAD "HOM", 0 (RET)

RUN (RET)

Note that (RET) means to hit the RETURN key.

Menu A (the Start Up Menu) will appear on the screen after a short delay. Please see the Player's Manual for what to do next.

## FEATURES OF THE C-64 VERSION

1. The left/right and up/down arrow keys referred to in the Player's Manual are replaced by the cursor arrow keys on the C-64. For example, to move the cursor upwards, hold down the (SHIFT) key while tapping the up/down cursor key. To move the cursor downwards, just tap the up/down cursor key.

2. When editing the design routines you must hold down the (SHIFT) key should you wish to use lower case text.

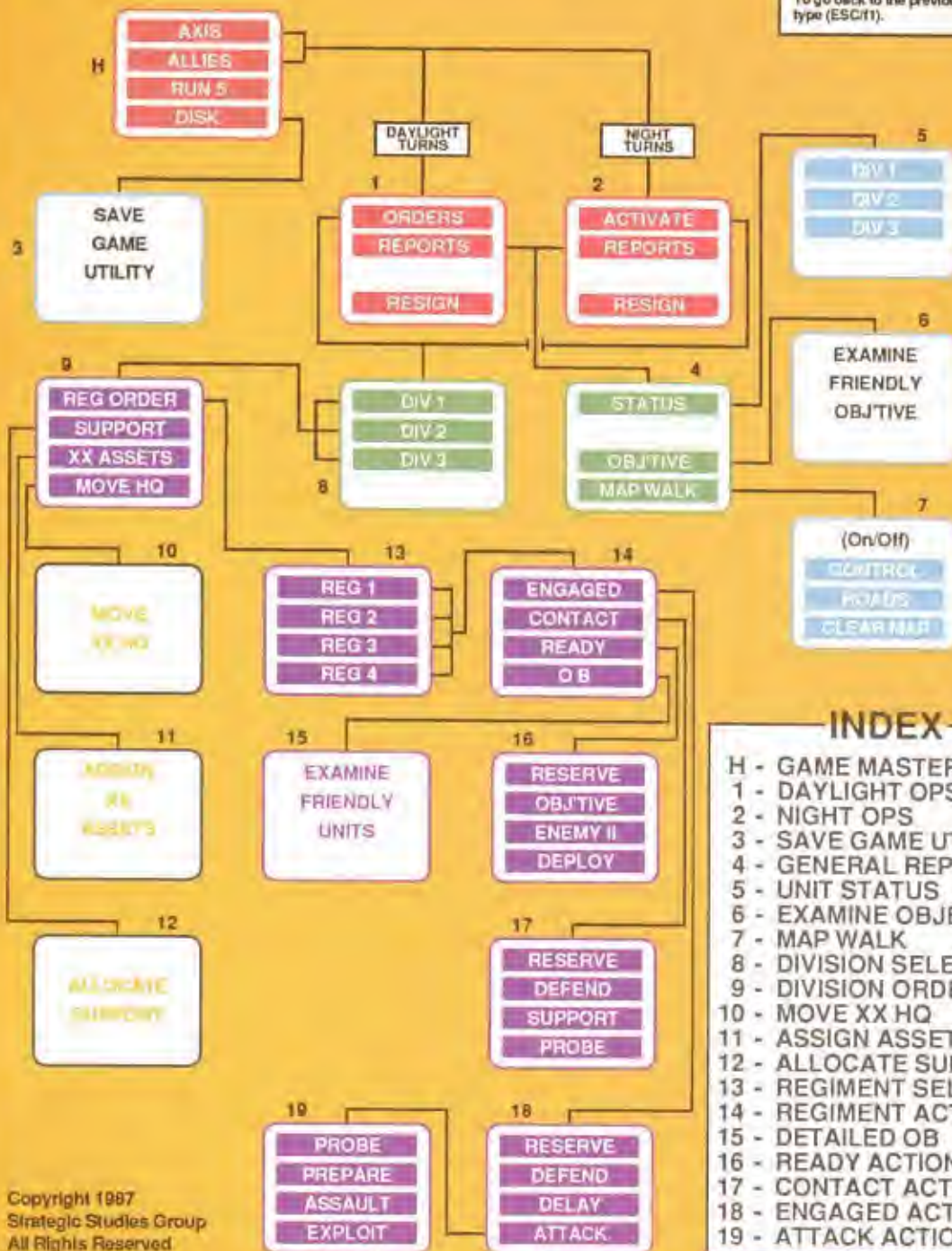


# HALLS OF MONTEZUMA

## GAME MENUS

### KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/1).



### INDEX

- H - GAME MASTER
- 1 - DAYLIGHT OPS
- 2 - NIGHT OPS
- 3 - SAVE GAME UTILITY
- 4 - GENERAL REPORTS
- 5 - UNIT STATUS
- 6 - EXAMINE OBJECTIVES
- 7 - MAP WALK
- 8 - DIVISION SELECT
- 9 - DIVISION ORDER
- 10 - MOVE XX HQ
- 11 - ASSIGN ASSETS
- 12 - ALLOCATE SUPPORT
- 13 - REGIMENT SELECT
- 14 - REGIMENT ACTION
- 15 - DETAILED OB
- 16 - READY ACTION
- 17 - CONTACT ACTION
- 18 - ENGAGED ACTION
- 19 - ATTACK ACTION

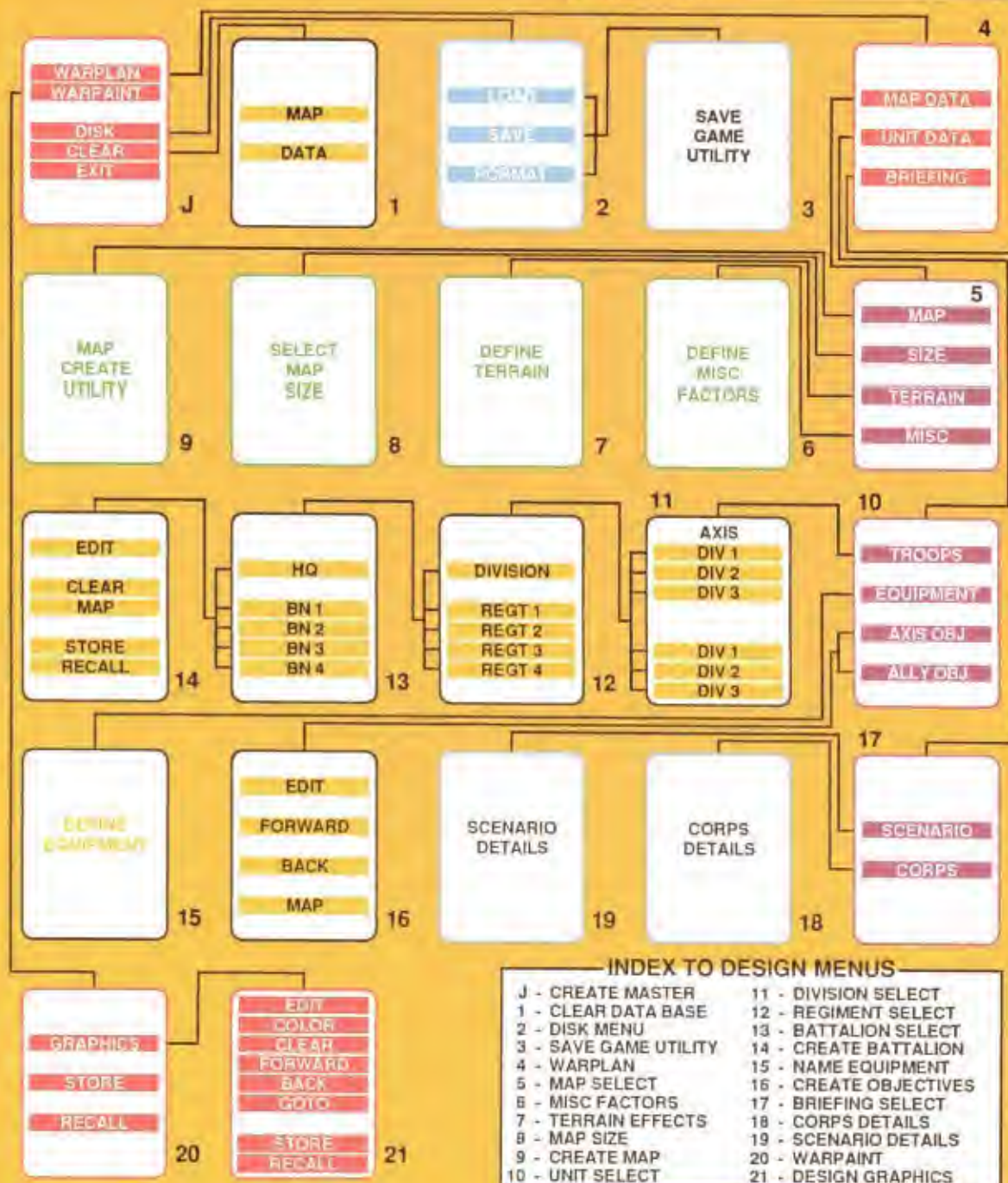


# HALLS OF MONTEZUMA

## DESIGN MENUS

### KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/f1).



### INDEX TO DESIGN MENUS

J - CREATE MASTER	11 - DIVISION SELECT
1 - CLEAR DATA BASE	12 - REGIMENT SELECT
2 - DISK MENU	13 - BATTALION SELECT
3 - SAVE GAME UTILITY	14 - CREATE BATTALION
4 - WARPLAN	15 - NAME EQUIPMENT
5 - MAP SELECT	16 - CREATE OBJECTIVES
6 - MISC FACTORS	17 - BRIEFING SELECT
7 - TERRAIN EFFECTS	18 - CORPS DETAILS
8 - MAP SIZE	19 - SCENARIO DETAILS
9 - CREATE MAP	20 - WARPAINT
10 - UNIT SELECT	21 - DESIGN GRAPHICS

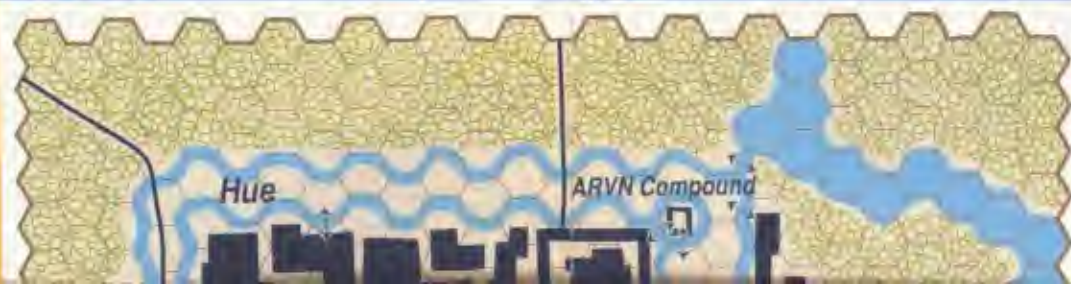


# HALLS OF MONTEZUMA

## Pusan Perimeter



## Hue



## TERRAIN KEY







Hue

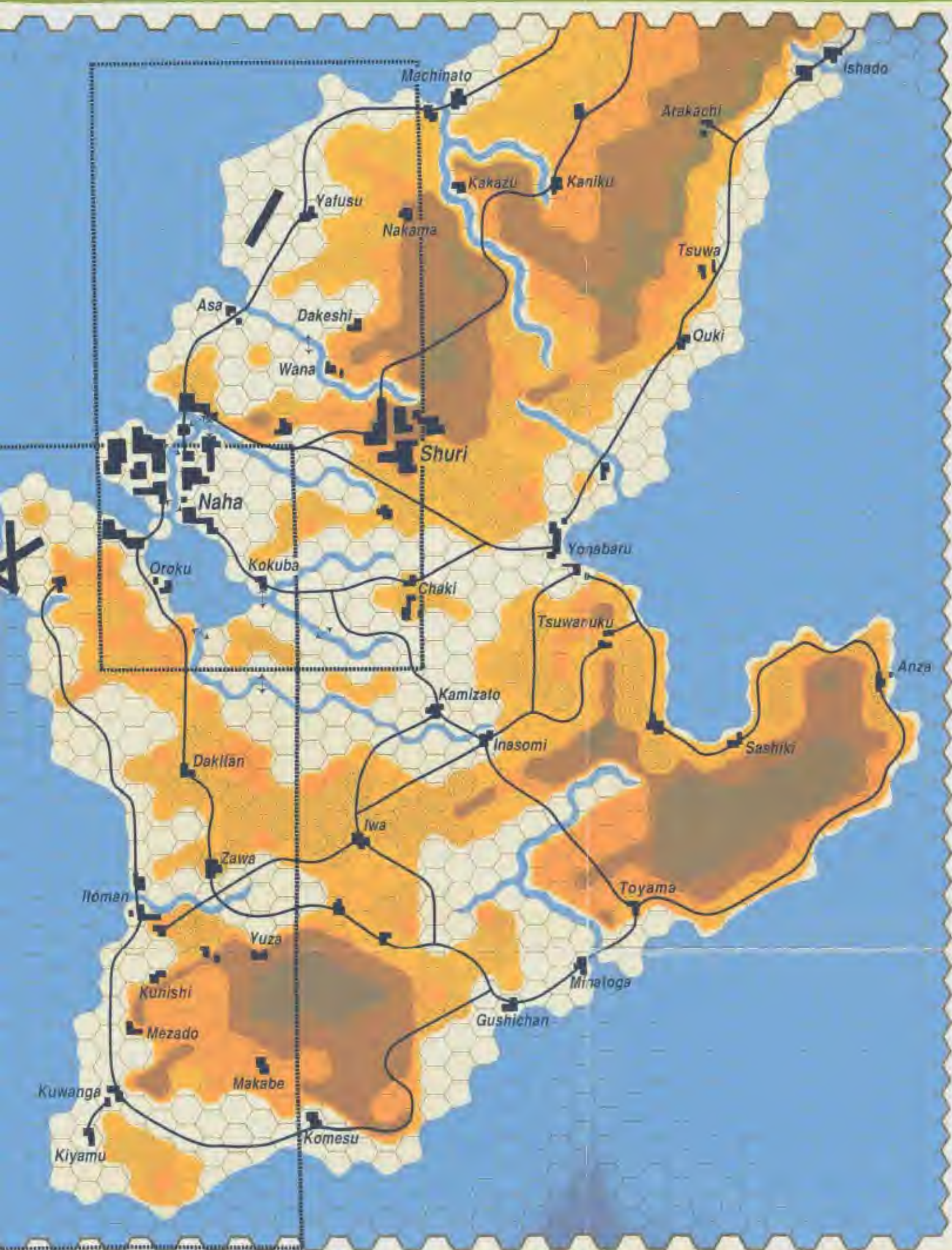


## TERRAIN KEY

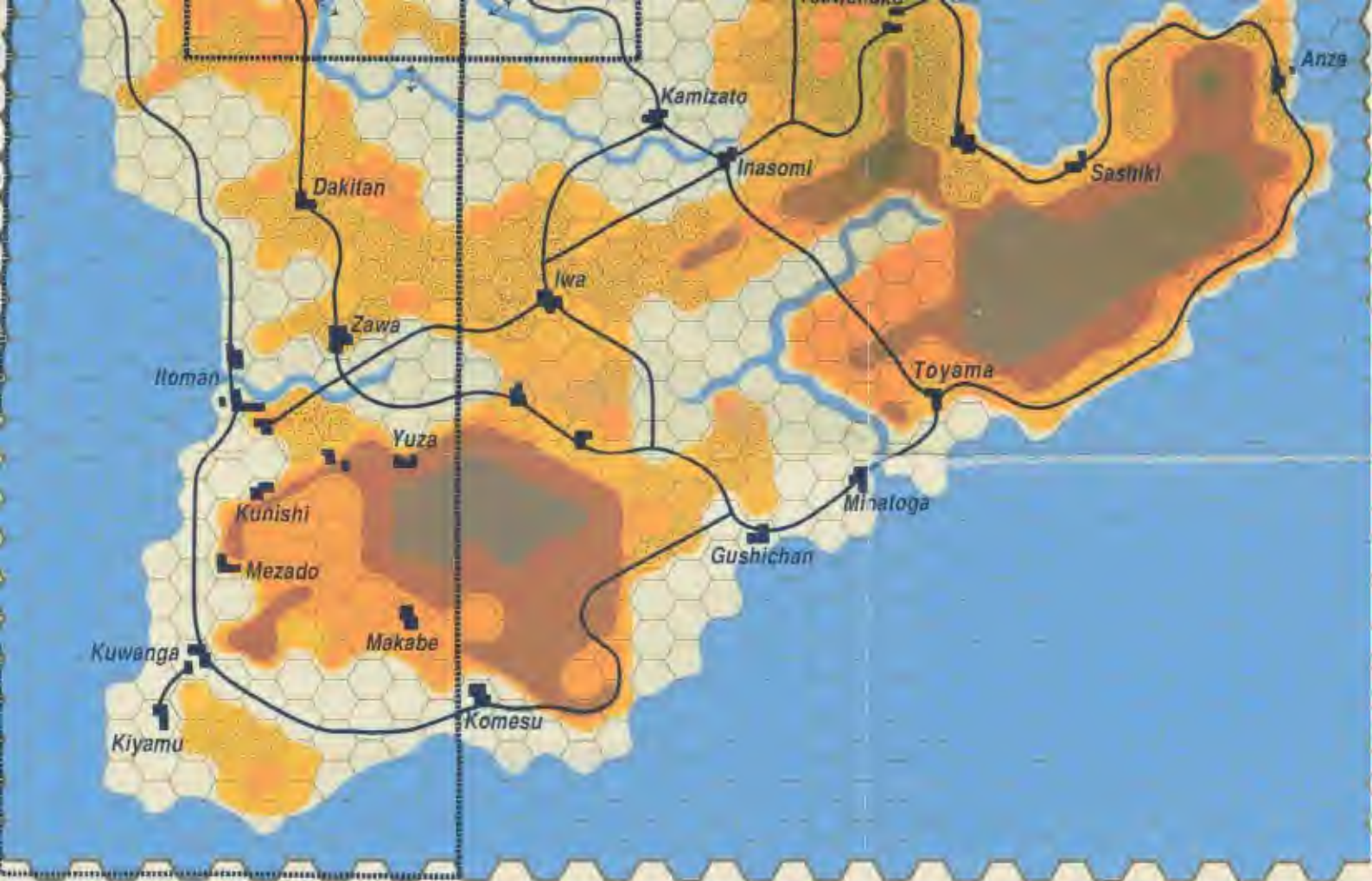
	CLEAR		BLUFF
	OCEAN/ MAJOR RIVER		HILL
	RIVER		CLIFF
	SWAMP		PEAK
	SCRUB		ROAD
	WOODS		BRIDGE (ROAD)
	FOREST		BRIDGE (OTHER)
	FARMLAND		BRIDGE HEX
	BEACH		SCENARIO BOUND.
	PLATEAU		TOWN/C URBAN
	BROKEN		FORTRE
	GULLY		PROTEC COMPO
	ROUGH		AIRFIELD

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## Inchon





# Mexico City



# Belleau Wood



# Iwo Jima

# Okina





## Belleau Wood



## Iwo Jima



## Incho

